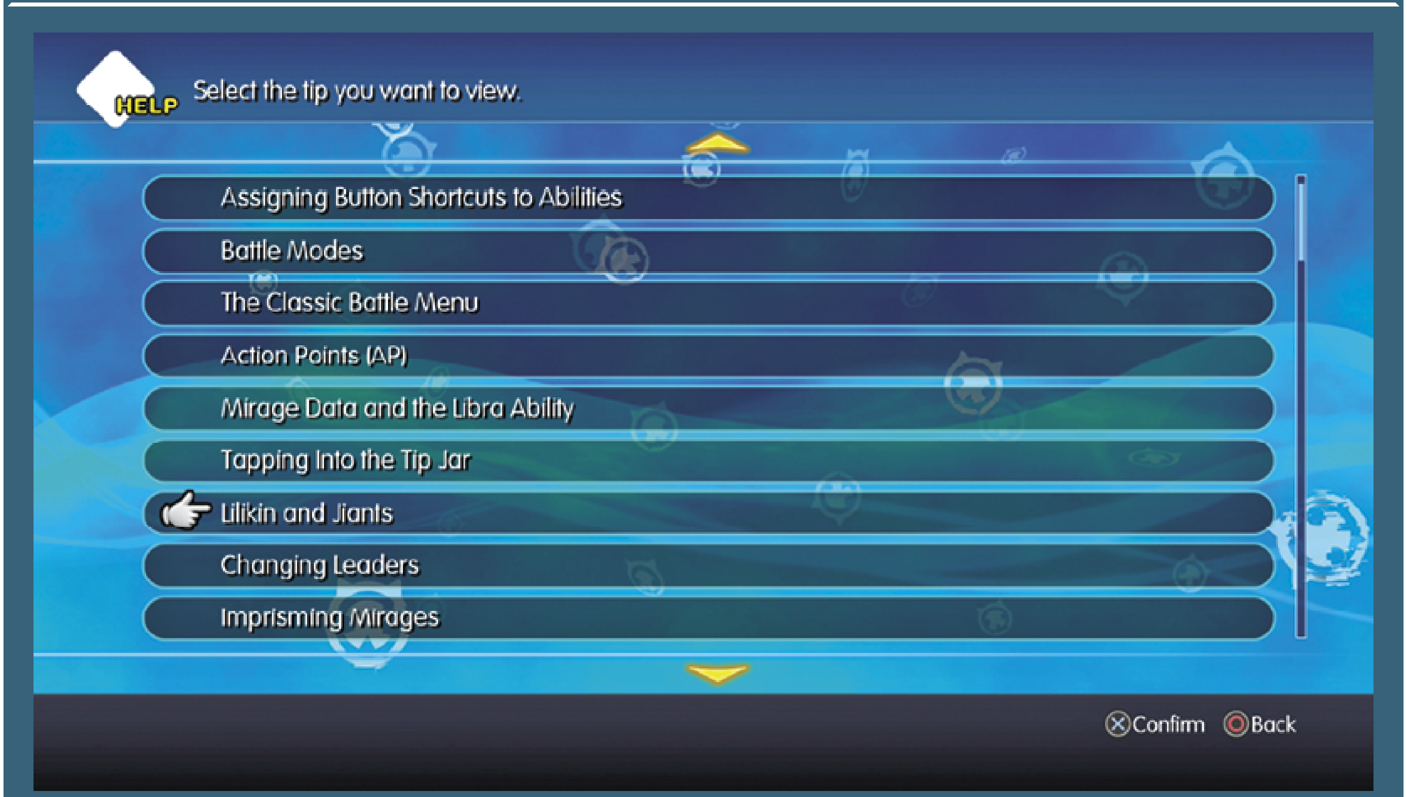
The Mechanics of Grymoire

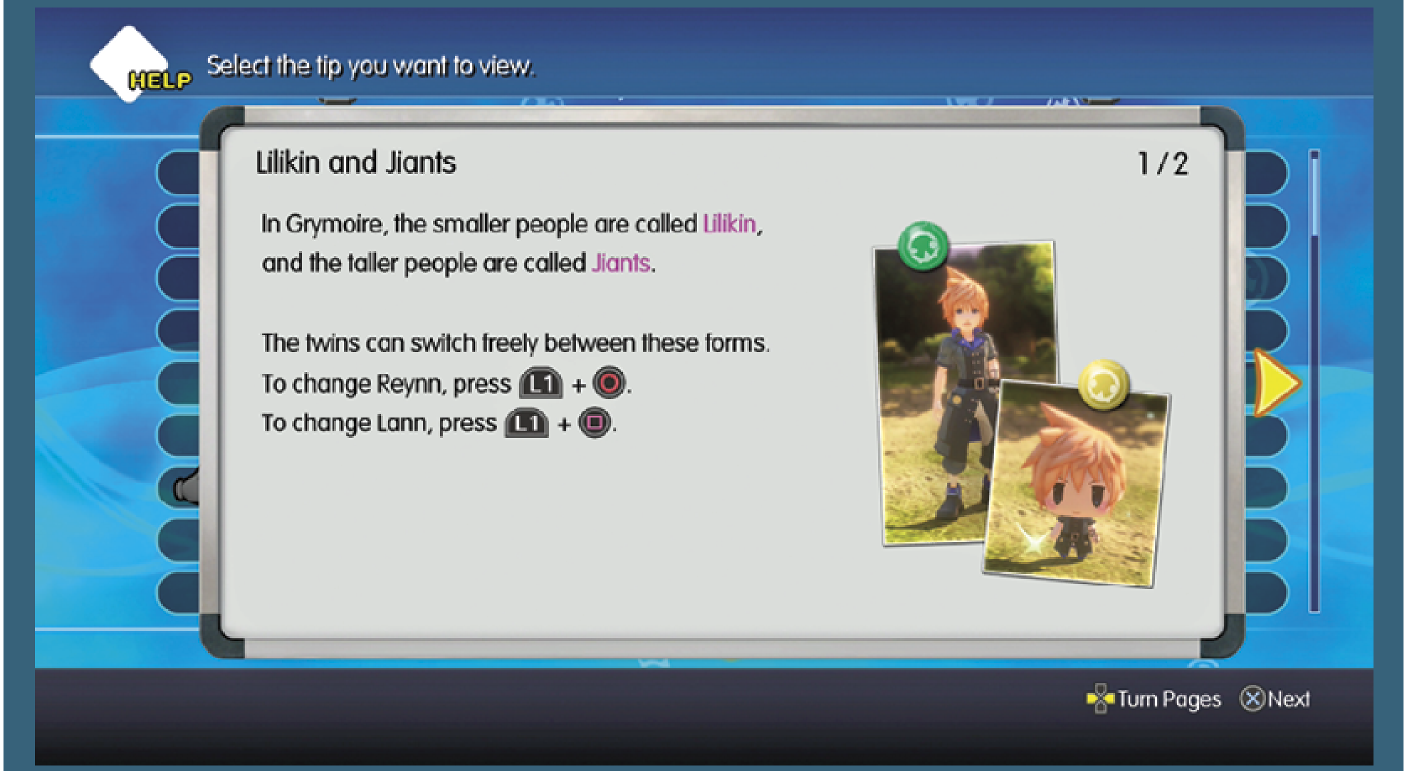
Introduction

Taking your first steps into the World of Final Fantasy? You'll need to learn the lay of the land, and that's where we come in. Digest this chapter, and you'll be armed with all the knowledge you need to save Grymoire from those who would do it harm.

CHECK IN ON THE TIP JAR


HELP
Select the tip you want to view.
Assigning Button Shortcuts to Abilities
Battle Modes
The Classic Battle Menu
Action Points (AP)
Mirage Data and the Libra Ability
Tapping Into the Tip Jar
Lilikin and Jiants
Changing Leaders
Imprisming Mirages
✕Confirm ○Back

Many—though not all—of the subjects mentioned in this chapter are also explained concisely in the in-game Tip Jar. Be sure to consult it through the game menu whenever you're not sure about something—and if you need even more detail, pick this guide back up.


HELP
Select the tip you want to view.
Turn Pages ✕Next

Lilikin and Jiants 1 / 2

In Grymoire, the smaller people are called Lilikin, and the taller people are called Jiants.

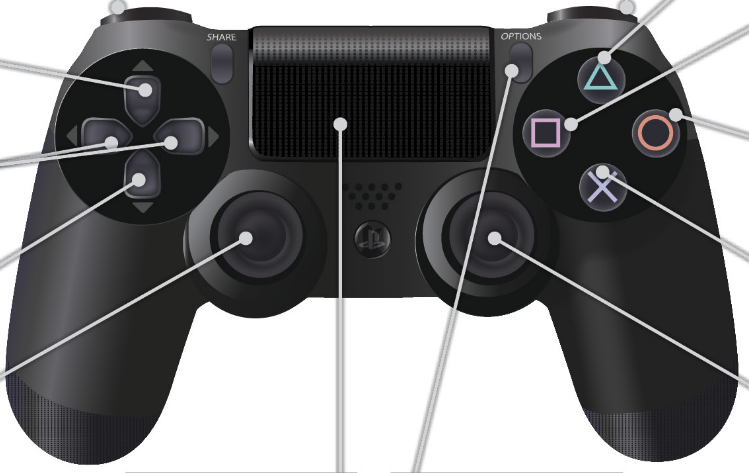
The twins can switch freely between these forms.
To change Reynn, press L1 + ○.
To change Lann, press L1 + □.

PS4 NOTE

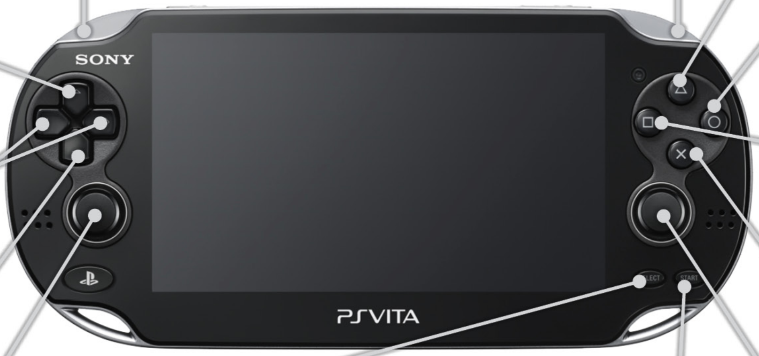
This guide defaults to PlayStation® 4 controls notation throughout.

The Mechanics of Grymoire

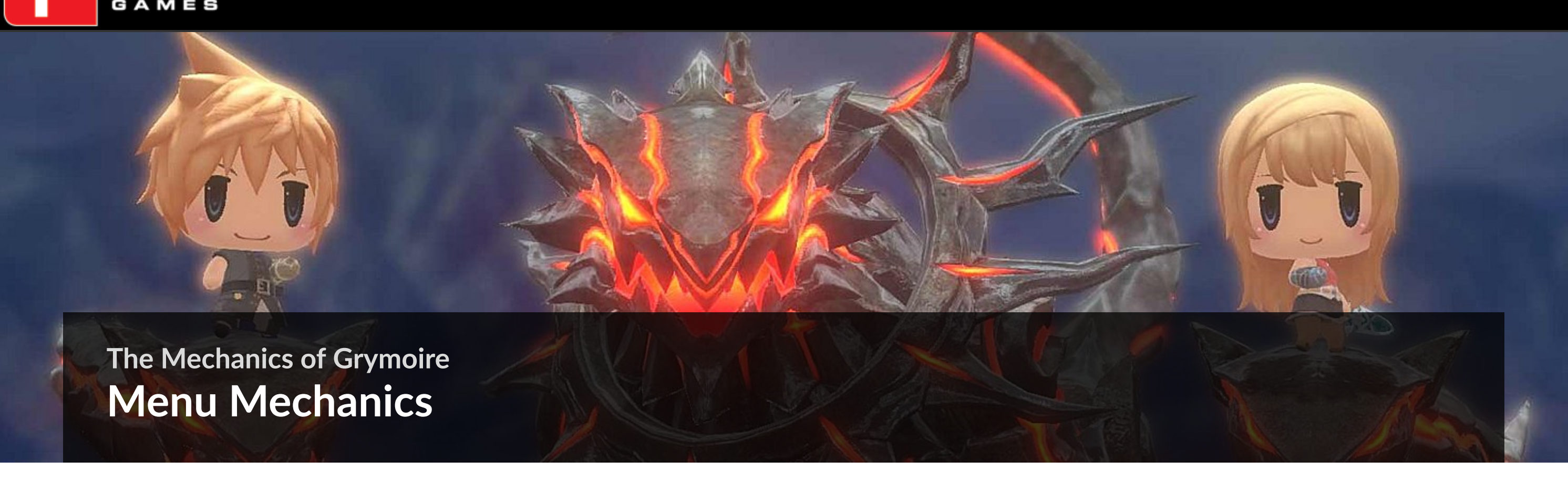
Control Mechanics



	Field Controls	Battle Controls
(COMBINATION) L1+ ○	Change Reynn's size	N/A
(COMBINATION) L1+ □	Change Lann's size	N/A
UP	Mount Mirage/Change mount	Move cursor / Select Champion (shortcut)
LEFT/RIGHT	Change Mirage companion	Move cursor
DOWN	Dismount Mirage	Move cursor / Select Mega Mirage (shortcut)
LEFT STICK	Move character	Move cursor / Open ability shortcuts
L1	N/A	Toggle Basic/Classic battle menus
R1	Switch Leader / Fast forward cutscenes	Fast-forward
△	Open game menu	Use ability shortcut (Default: Attack)
□	Open "windway" fast-travel menu (Nine Wood Hills Only)	Use ability shortcut (Default: Stack/Unstack)
○	Hop	Cancel / Use ability shortcut (Default: Imprism)
✕	Confirm / Interact	Confirm / Use ability shortcut (Default: Defend)
RIGHT STICK	Move camera	Cycle through characters who are ready to act
TOUCH PAD	Display area map	Auto-battle
OPTIONS	Pause	Pause and display Mirage info



	Field Controls	Battle Controls
(COMBINATION) L+ ○	Change Reynn's size	N/A
(COMBINATION) L+ □	Change Lann's size	N/A
UP	Mount Mirage/Change mount	Move cursor / Select Champion (shortcut)
LEFT/RIGHT	Change Mirage companion	Move cursor
DOWN	Dismount Mirage	Move cursor / Select Mega Mirage (shortcut)
LEFT STICK	Move character	Move cursor / Open ability shortcuts
L	N/A	Toggle Basic/Classic battle menus
R	Switch Leader / Fast forward cutscenes	Fast-forward
△	Open game menu	Use ability shortcut (Default: Attack)
○	Hop	Cancel / Use ability shortcut (Default: Imprism)
□	Open "windway" fast-travel menu (Nine Wood Hills Only)	Use ability shortcut (Default: Stack/Unstack)
✕	Confirm / Interact	Confirm / Use ability shortcut (Default: Defend)
RIGHT STICK	Move camera	Cycle through characters who are ready to act
SELECT	Display area map	Auto-battle
START	Pause	Pause and display Mirage info

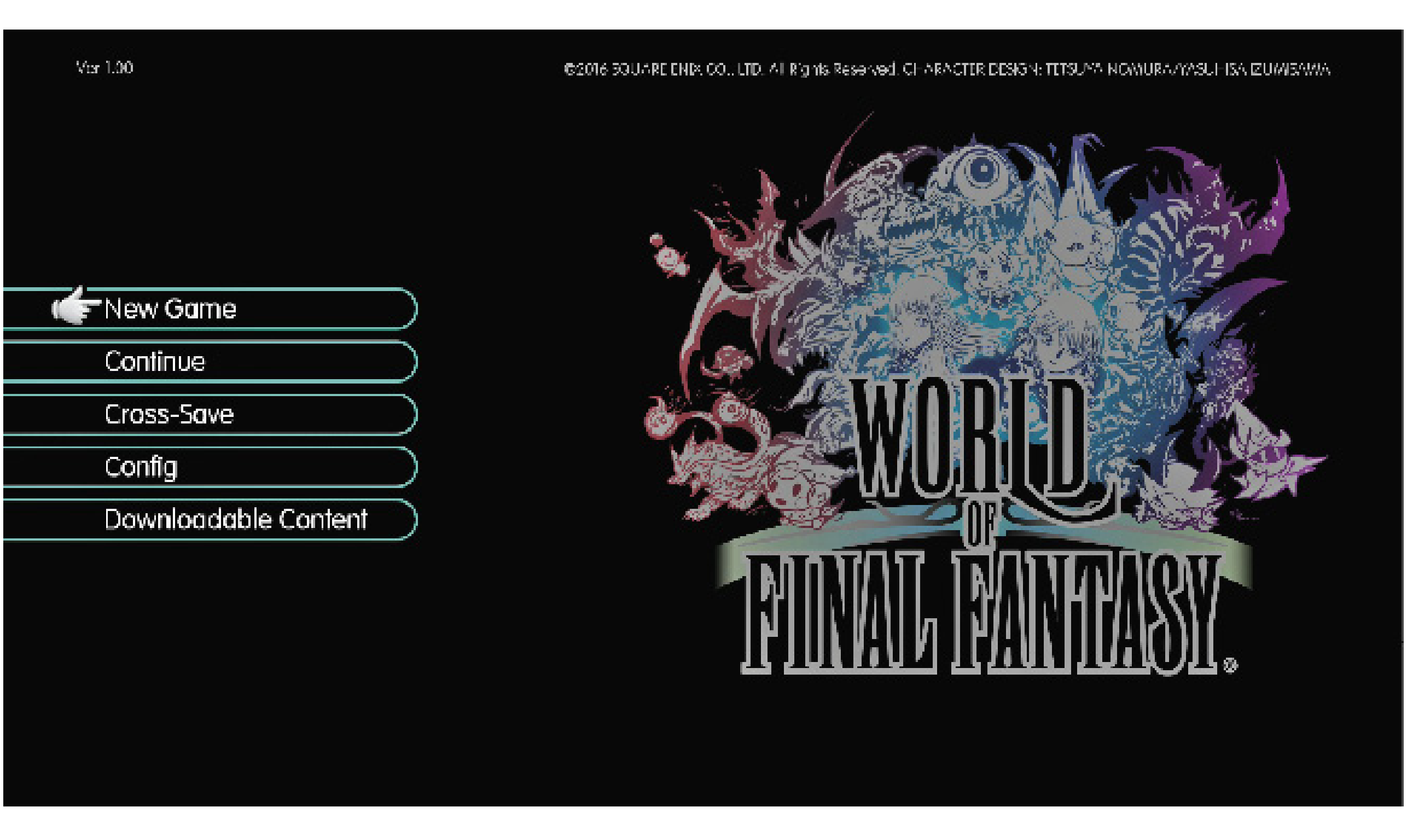


The Mechanics of Grymoire

Menu Mechanics

Behind the menus of World of Final Fantasy are several options designed to make your life in Grymoire easier. The most important menus are the ones at the title screen and the one accessible during gameplay by pressing △.

TITLE MENU


Ver 1.00
©2016 SQUARE ENIX CO., LTD. All Rights Reserved. CHARACTER DESIGN: TETSUYA NOMURA/YASUHISA IZUMISAWA
New Game
Continue
Cross-Save
Config
Downloadable Content
WORLD OF FINAL FANTASY

NEW GAME

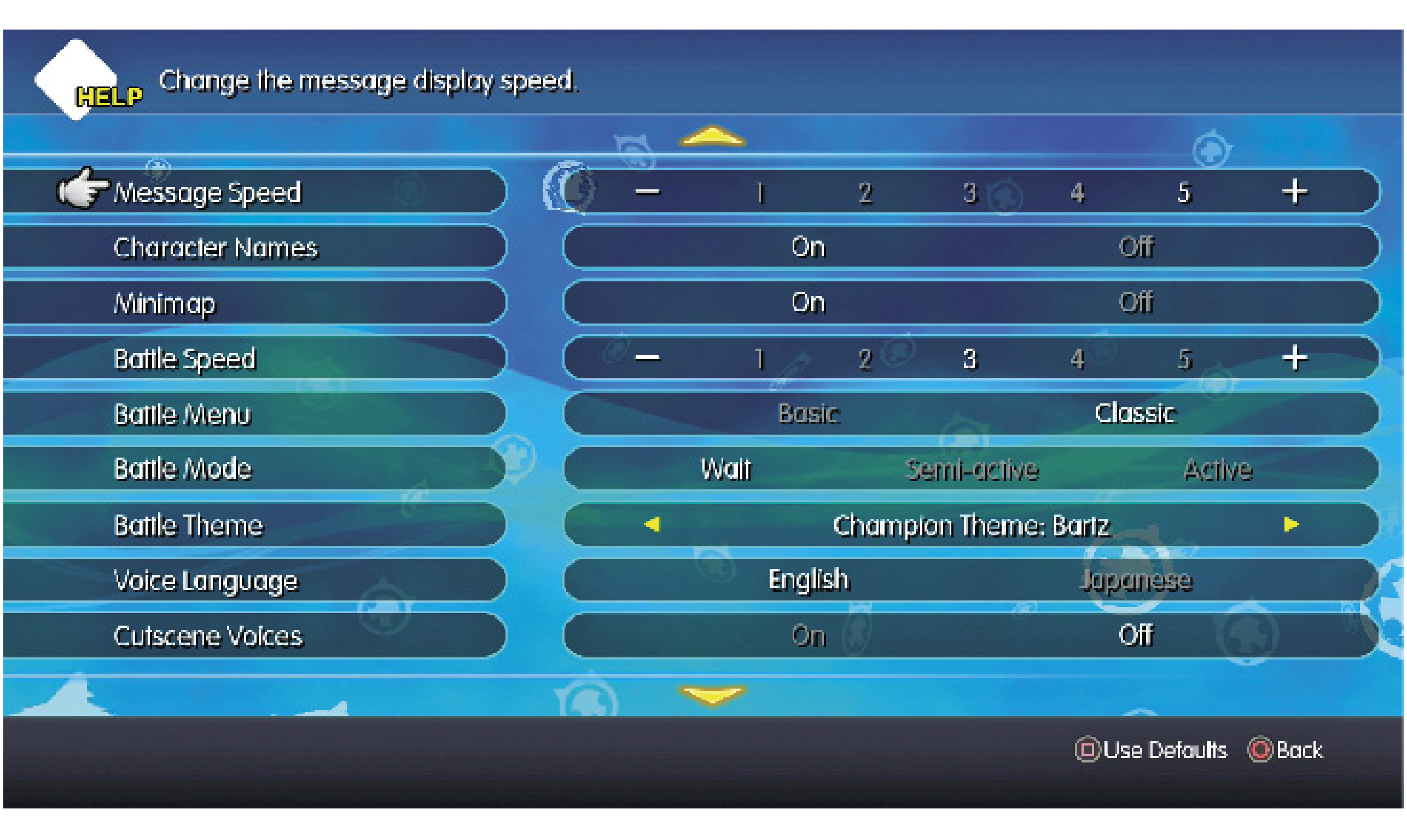
Begin a new game.

CONTINUE

Resume your game from your last save.

CROSS-SAVE

Gain or utilize data between the PlayStation® 4 and PS Vita versions of the game.


HELP
Change the message display speed.
Use Defaults
Back

Message Speed: – 1 2 3 4 5 +
Character Names: On Off
Minimap: On Off
Battle Speed: – 1 2 3 4 5 +
Battle Menu: Basic Classic
Battle Mode: Wait Semi-active Active
Battle Theme: ◀ Champion Theme: Bartz ▶
Voice Language: English Japanese
Cutscene Voices: On Off

CONFIG

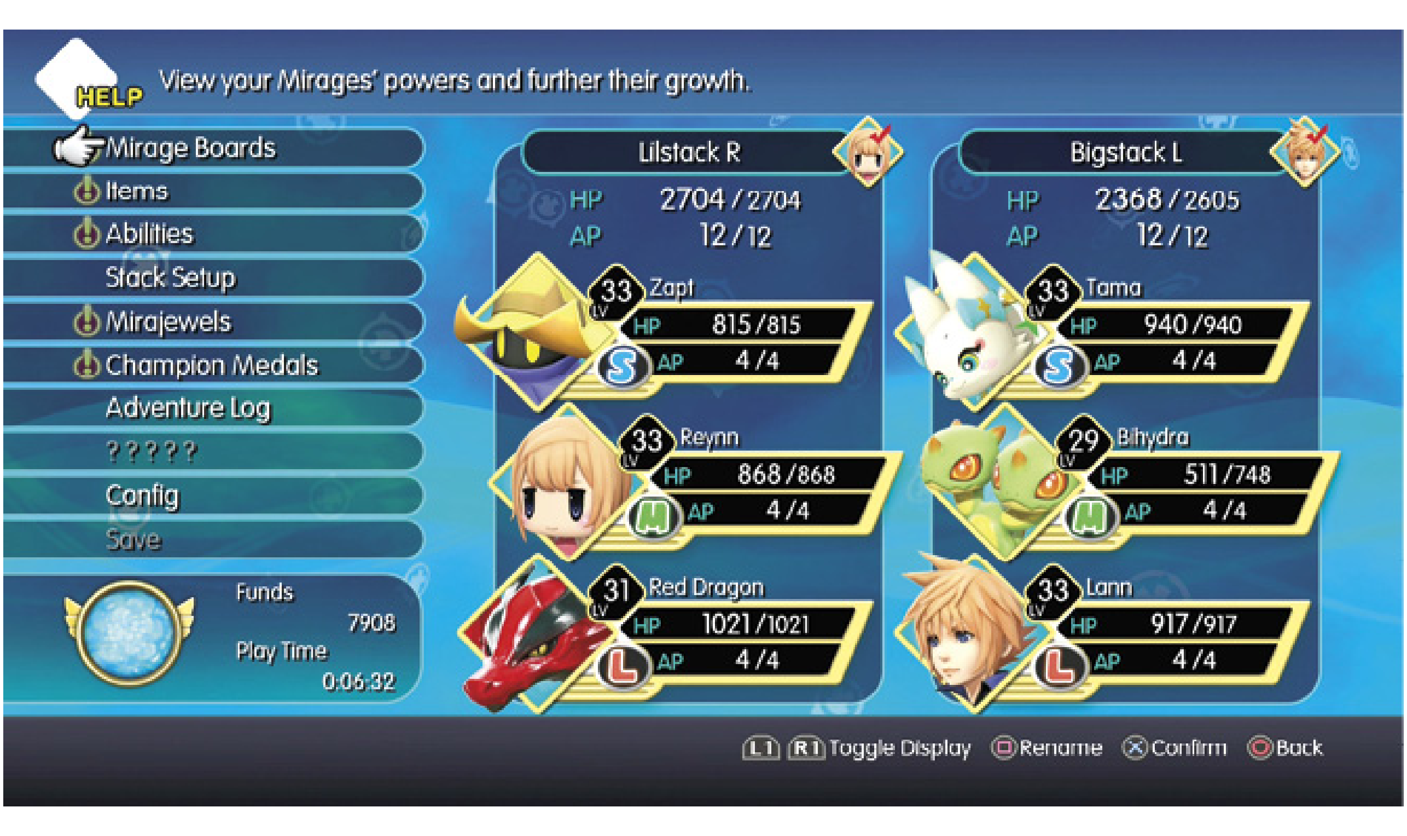
Here, you can set a wide variety of options to customize your World of Final Fantasy experience.

- Message Speed: Change the speed at which messages (such as NPC dialogue) are displayed (1 is slowest, 5 is fastest).
- Character Names: Choose whether to display character names above subtitles.
- Minimap: Choose whether to display the minimap that appears at the corner of the screen.
- Battle Speed: Change the speed at which battles proceed (1 is slowest, 5 is fastest).
- Battle Menu: Choose the menu layout that you start battles with: Basic or Classic. You can read more about both styles further in this chapter.
- Battle Mode: Change the game's battle mode: Wait, Semi-active, or Active. You can read more about these three styles further in this chapter.
- Battle Theme: Choose the music that
- plays during battles. Choose from the standard battle and boss themes, or pick special themes that become unlocked once you unlock different Champion Medals.
- Voice Language: Change the language of voices spoken in the game between English and Japanese.
- Cutscene Voices: Turn voices during cutscenes on or off.
- Voice Volume: Set the volume of spoken voices.
- Music Volume: Set the volume of the background music.
- Sound Effect Volume: Set the volume of sound effects.
- Automatic Cross-Save: Create versions of your save file for both the PlayStation 4 and PS Vita versions.

DOWNLOADABLE CONTENT

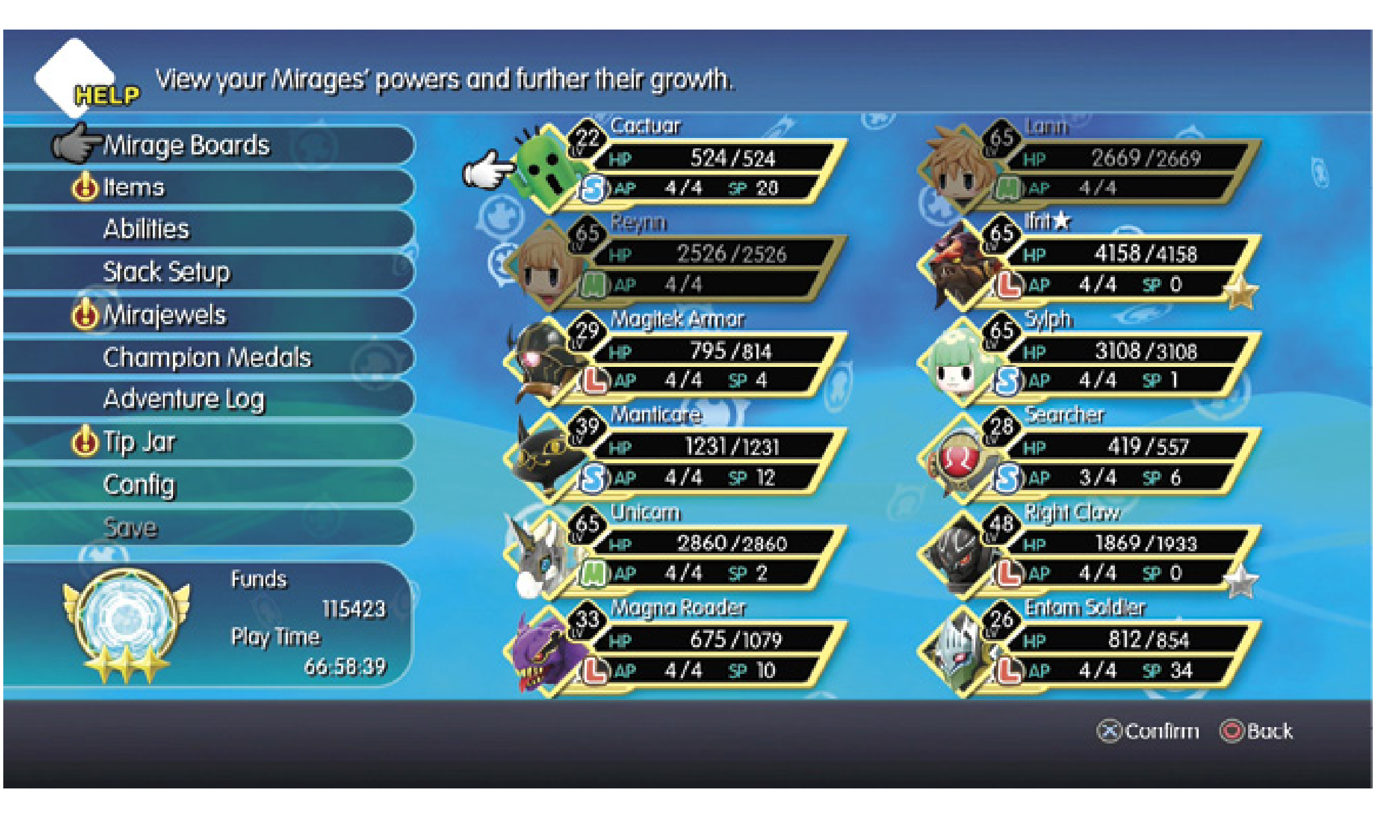
Obtain downloadable content for the game. An Internet connection is required.

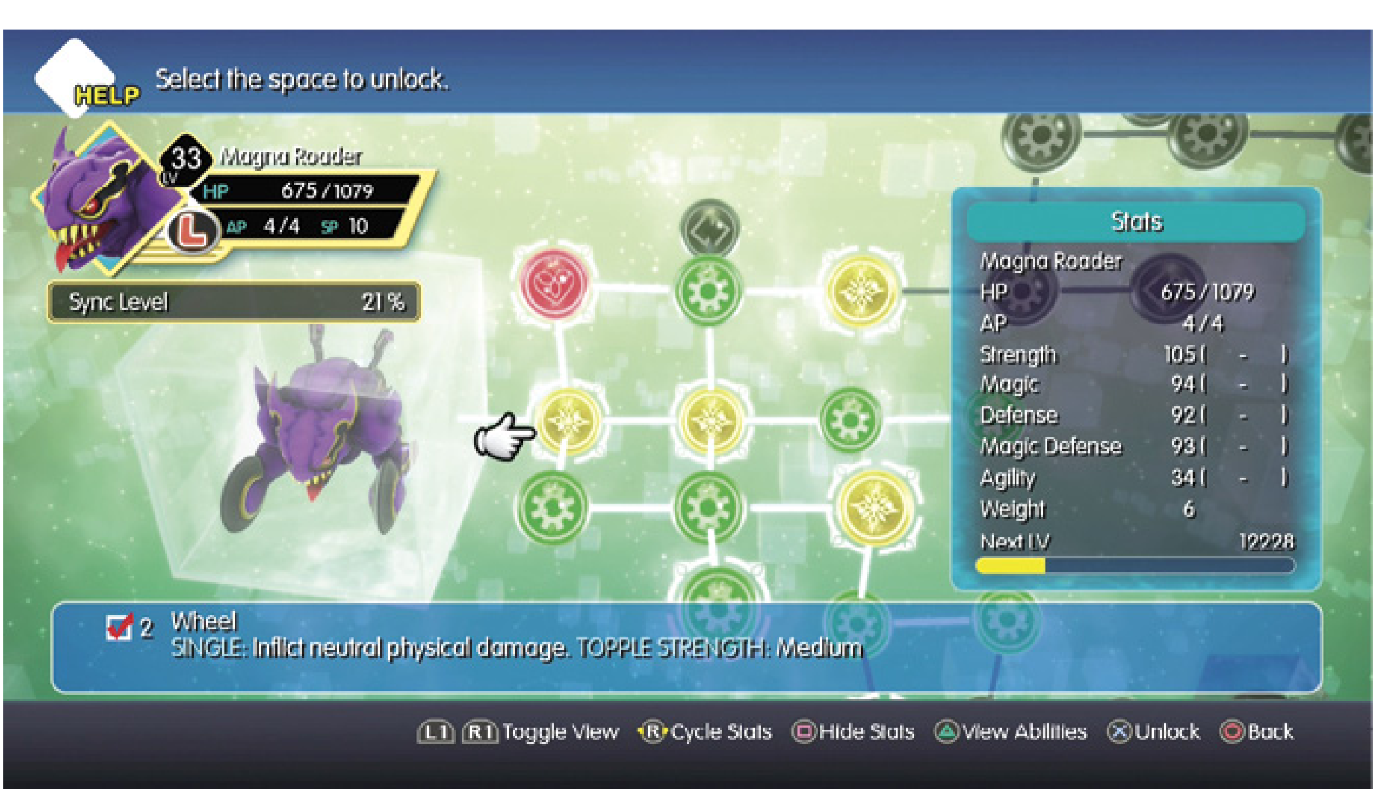
IN-GAME MENU


HELP
View your Mirages' powers and further their growth.
Mirage Boards
Items
Abilities
Stack Setup
Mirajewels
Champion Medals
Adventure Log
?????
Config
Save
Funds
7908
Play Time
0:06:32
Lilstack R
HP 2704 / 2704
AP 12 / 12
33 Zapt HP 815 / 815 AP 4 / 4
33 Reynn HP 868 / 868 AP 4 / 4
31 Red Dragon HP 1021 / 1021 AP 4 / 4
Bigstack L
HP 2368 / 2605
AP 12 / 12
33 Tama HP 940 / 940 AP 4 / 4
29 Bihydra HP 511 / 748 AP 4 / 4
33 Lann HP 917 / 917 AP 4 / 4
L1 R1 Toggle Display
Rename
Confirm
Back

From managing your Mirages and stacks to keeping track of your items and progress, the in-game menu is your base of operations. You can access the menu by pressing △ during just about any moment Lann and Reynn are free to move around. Here's what's on offer.

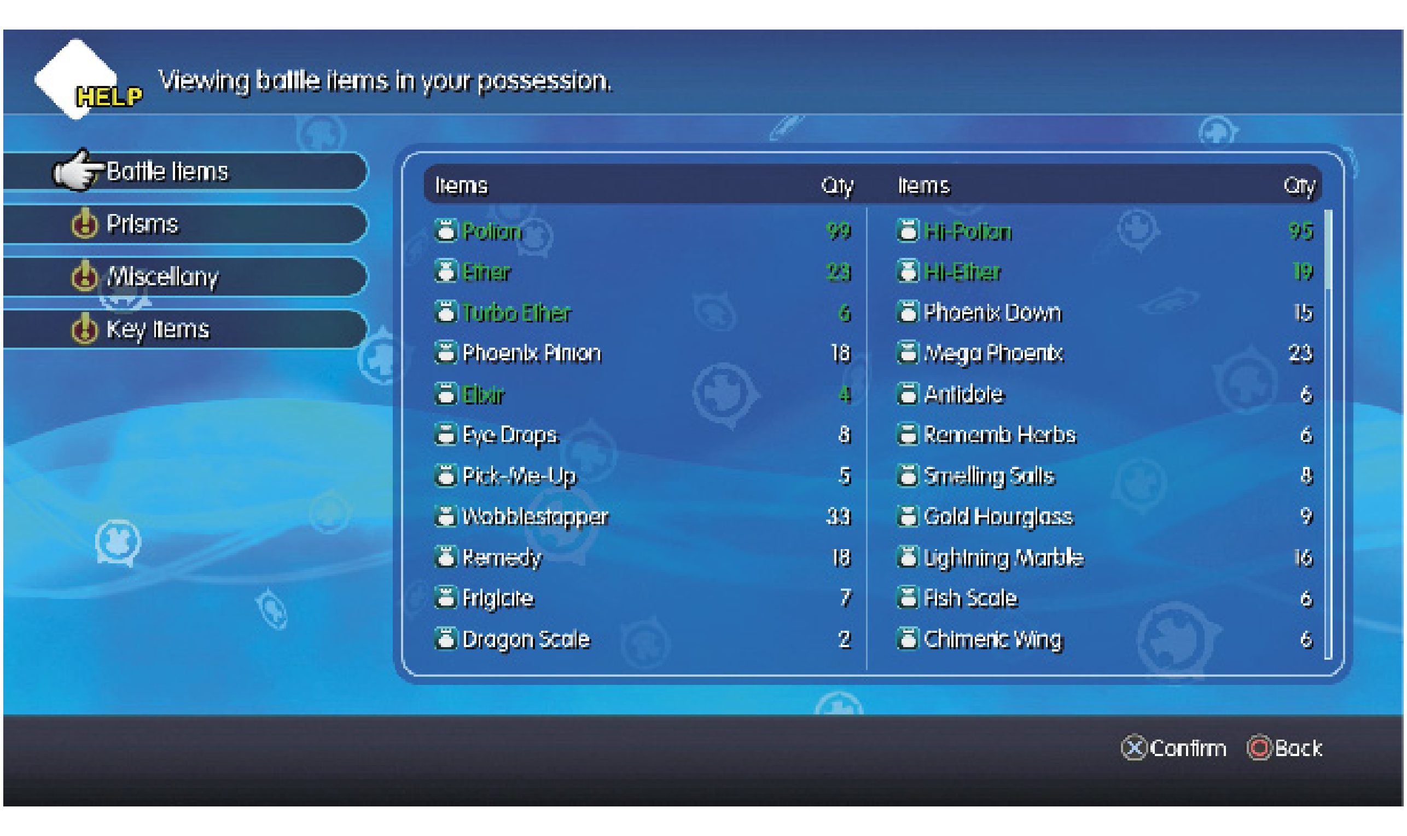
MIRAGE BOARDS


HELP
View your Mirages' powers and further their growth.
Mirage Boards
Items
Abilities
Stack Setup
Mirajewels
Champion Medals
Adventure Log
Tip Jar
Config
Save
Funds
115423
Play Time
66:58:39
22 Cactuar HP 524 / 524 AP 4 / 4 SP 20
65 Reynn HP 2526 / 2526 AP 4 / 4
29 Magitek Armor HP 795 / 814 AP 4 / 4 SP 4
39 Manticore HP 1231 / 1231 AP 4 / 4 SP 12
65 Unicorn HP 2860 / 2860 AP 4 / 4 SP 2
33 Magna Roader HP 675 / 1079 AP 4 / 4 SP 10
65 Lann HP 2669 / 2669 AP 4 / 4
65 Ifrit★ HP 4158 / 4158 AP 4 / 4 SP 0
65 Sylph HP 3108 / 3108 AP 4 / 4 SP 1
28 Searcher HP 419 / 557 AP 3 / 4 SP 6
48 Right Claw HP 1869 / 1933 AP 4 / 4 SP 0
26 Enlorn Soldier HP 812 / 854 AP 4 / 4 SP 34
Confirm
Back


HELP
Select the space to unlock.
33 Magna Roader
HP 675 / 1079
AP 4 / 4 SP 10
Sync Level 21 %
Stats
Magna Roader
HP 675 / 1079
AP 4 / 4
Strength 105 (-)
Magic 94 (-)
Defense 92 (-)
Magic Defense 93 (-)
Agility 34 (-)
Weight 6
Next LV 12228
2 Wheel
SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: Medium
L1 R1 Toggle View
Cycle Stats
Hide Stats
View Abilities
Unlock
Back

View the powers of the Mirages in your party and further their growth via their Mirage Boards. You can learn more about Mirage Boards later on in this chapter, as well as in the Mirage Manual chapter itself.

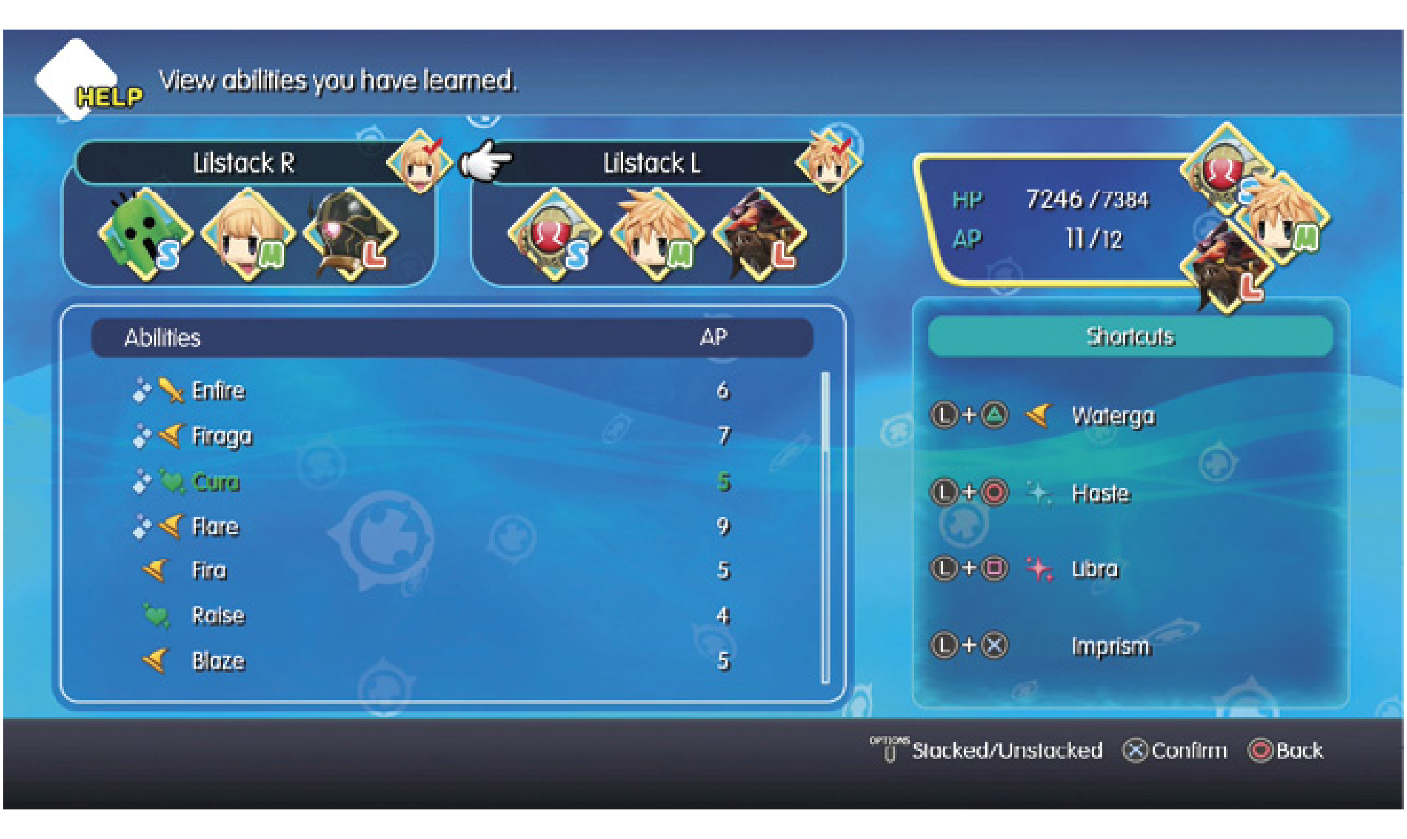
ITEMS


HELP
Viewing battle items in your possession.
Battle Items
Prisms
Miscellany
Key Items
Confirm
Back

Items	Qty	Items	Qty
Potion	99	Hi-Potion	95
Ether	23	Hi-Ether	19
Turbo Ether	6	Phoenix Down	15
Phoenix Pinion	18	Mega Phoenix	23
Elixir	4	Antidote	6
Eye Drops	8	Rememb Herbs	6
Pick-Me-Up	5	Smelling Salts	8
Wobblestopper	33	Gold Hourglass	9
Remedy	18	Lightning Marble	16
Frigicite	7	Fish Scale	6
Dragon Scale	2	Chimeric Wing	6

Here, you can find all of the items that you've acquired over the course of the game.

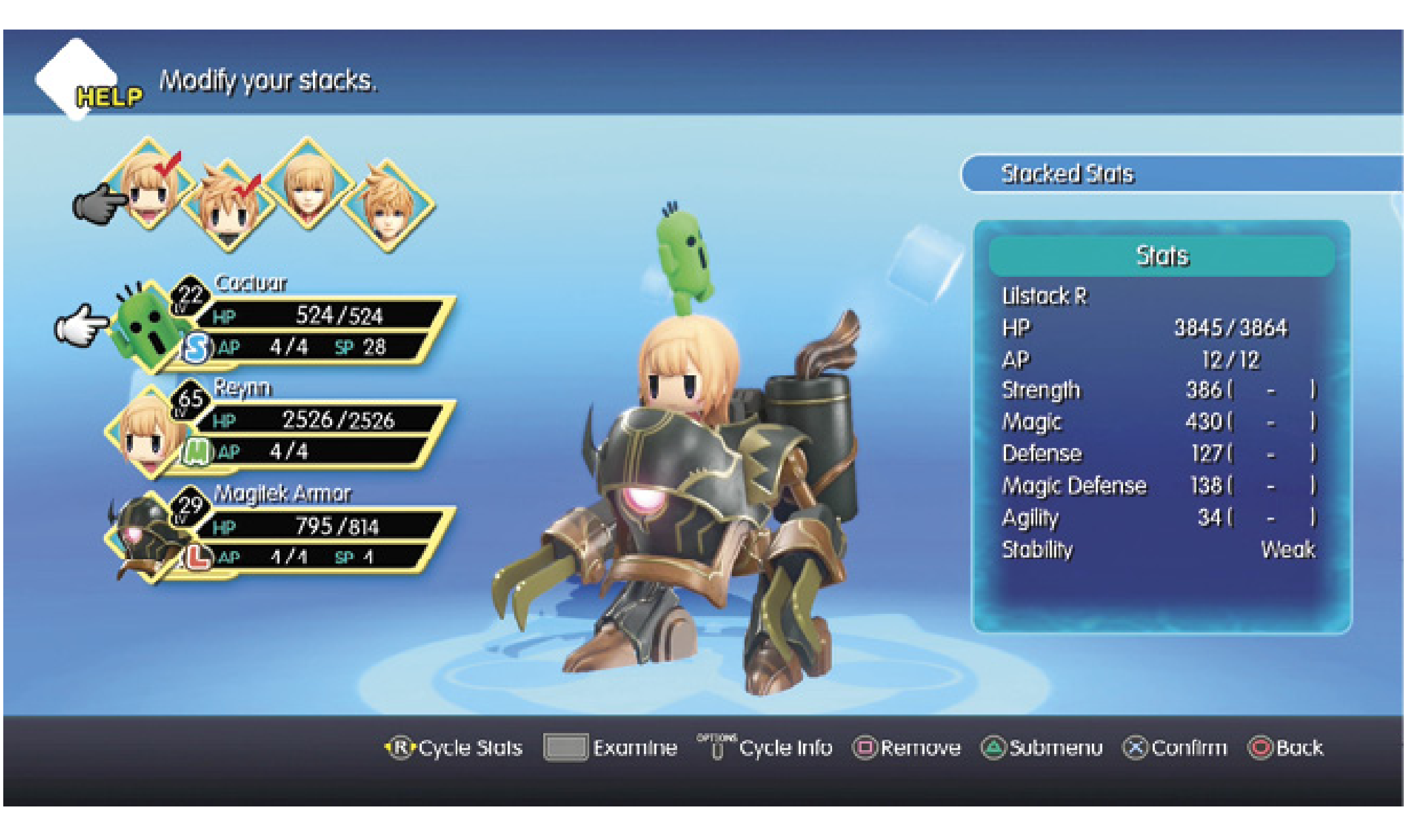
ABILITIES


HELP
View abilities you have learned.
Lilstack R
Lilstack L
HP 7246 / 7384
AP 11 / 12
Shortcuts
L + △ Waterga
L + ○ Haste
L + □ Libra
L + ✕ Imprism
Stacked/Unstacked
Confirm
Back

Abilities	AP
Enfire	6
Firaga	7
Cura	5
Flare	9
Fira	5
Raise	4
Blaze	5

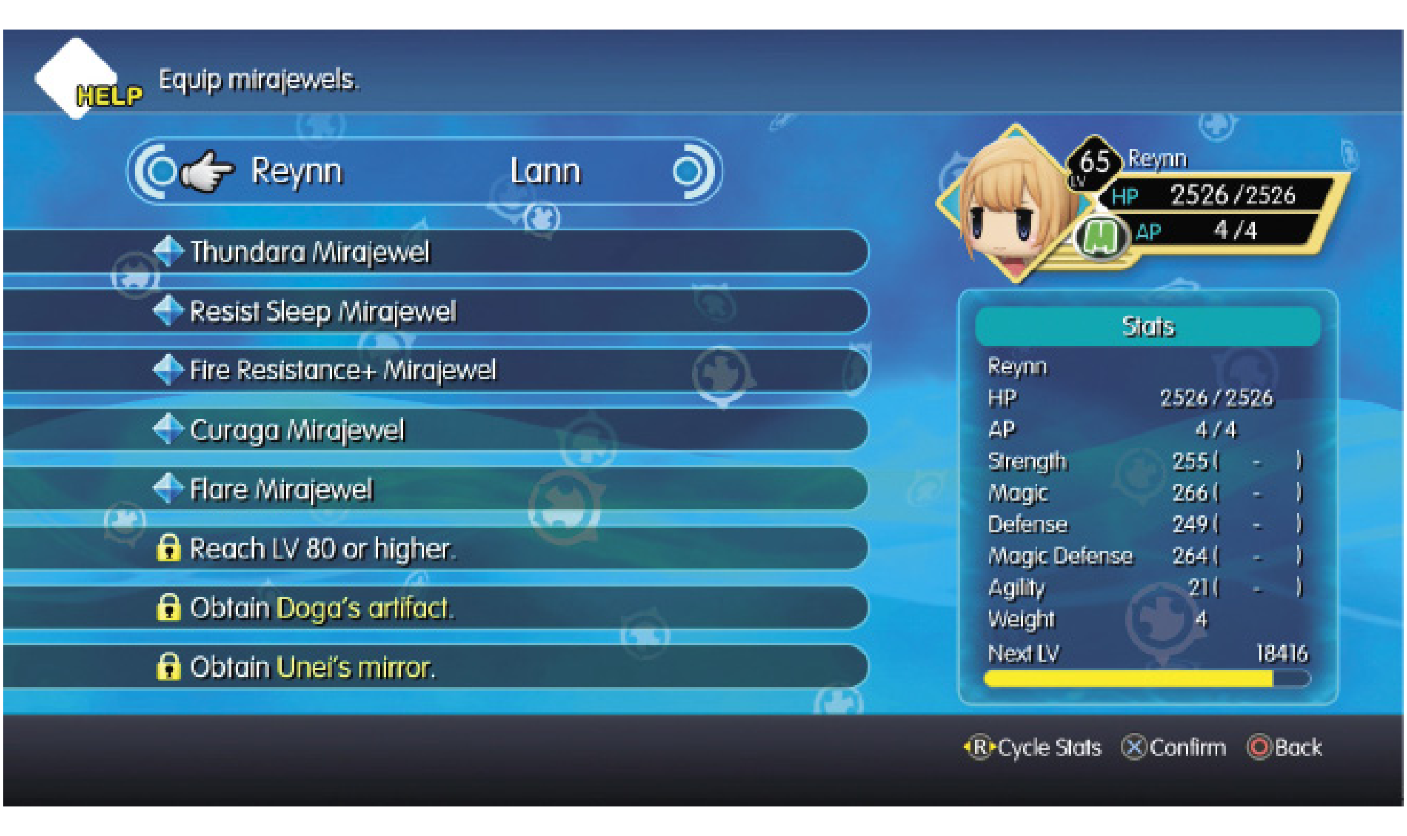
Assign abilities to button shortcuts. If you're a big Basic battle menu user, you'll be spending a decent amount of time here.

STACK SETUP


HELP
Modify your stacks.
22 Cactuar HP 524 / 524 AP 4 / 4 SP 28
65 Reynn HP 2526 / 2526 AP 4 / 4
29 Magitek Armor HP 795 / 814 AP 4 / 4 SP 4
Stacked Stats
Stats
Lilstack R
HP 3845 / 3864
AP 12 / 12
Strength 386 (-)
Magic 430 (-)
Defense 127 (-)
Magic Defense 138 (-)
Agility 34 (-)
Stability Weak
Cycle Stats
Examine
Cycle Info
Remove
Submenu
Confirm
Back

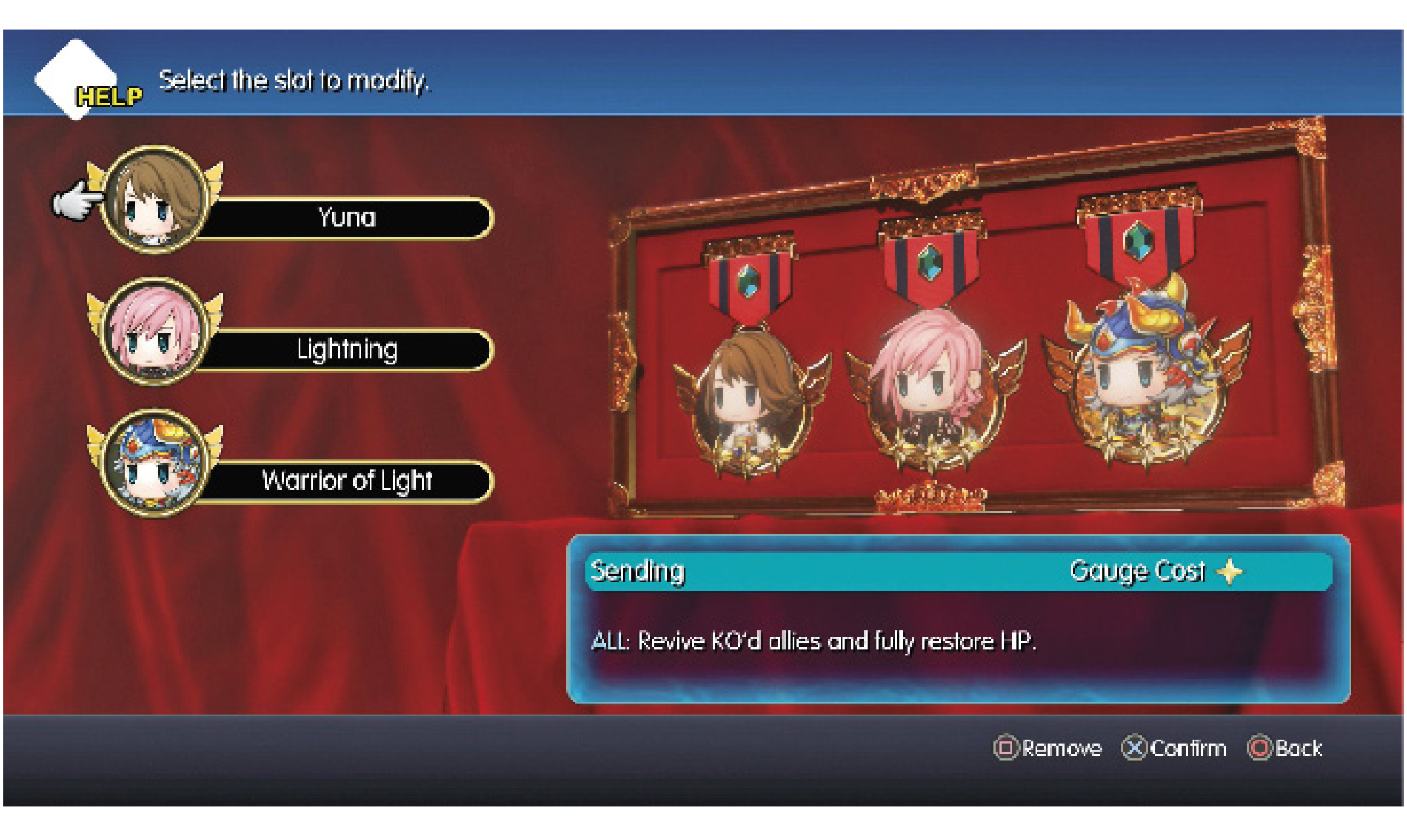
Modify your stacks and note their effects and granted abilities on this screen.

MIRAJEWELS


HELP
Equip mirajewels.
Reynn
Lann
Thundara Mirajewel
Resist Sleep Mirajewel
Fire Resistance+ Mirajewel
Curaga Mirajewel
Flare Mirajewel
Reach LV 80 or higher.
Obtain Doga's artifact.
Obtain Unei's mirror.
65 Reynn HP 2526 / 2526 AP 4 / 4
Stats
Reynn
HP 2526 / 2526
AP 4 / 4
Strength 255 (-)
Magic 266 (-)
Defense 249 (-)
Magic Defense 264 (-)
Agility 21 (-)
Weight 4
Next LV 18416
Cycle Stats
Confirm
Back

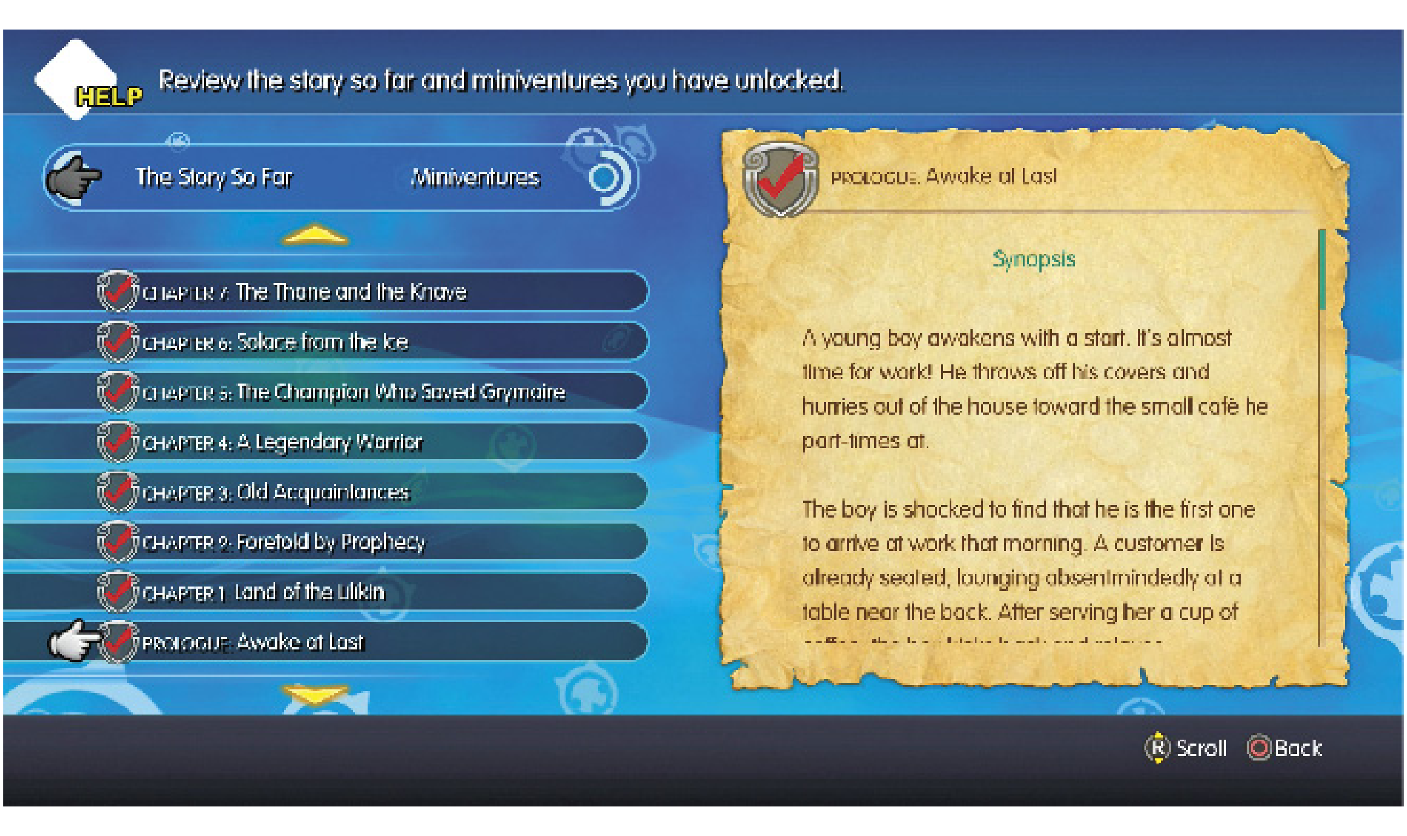
Equip mirajewels to Lann's and Reynn's mirajewel slots, and keep track of the objectives required to unlock more slots.

CHAMPION MEDALS


HELP
Select the slot to modify.
Yuna
Lightning
Warrior of Light
Sending
Gauge Cost
ALL: Revive KO'd allies and fully restore HP.
Remove
Confirm
Back

Manage, equip, and unequip your Champion Medals here. You can read more about Champion Medals at the end of this chapter.

ADVENTURE LOG


HELP
Review the story so far and miniventures you have unlocked.
The Story So Far
Miniventures
CHAPTER 7: The Thane and the Knave
CHAPTER 6: Solace from the Ice
CHAPTER 5: The Champion Who Saved Grymoire
CHAPTER 4: A Legendary Warrior
CHAPTER 3: Old Acquaintances
CHAPTER 2: Foretold by Prophecy
CHAPTER 1: Land of the Lilikin
PROLOGUE: Awake at Last
PROLOGUE: Awake at Last
Synopsis
Scroll
Back

A young boy awakens with a start. It's almost time for work! He throws off his covers and hurries out of the house toward the small café he part-times at.

The boy is shocked to find that he is the first one to arrive at work that morning. A customer is already seated, lounging absentmindedly at a table near the back. After serving her a cup of

Review the story so far, as well as the miniventures (side quests) you have unlocked. You can read more about the Adventure Log further in this chapter.

TIP JAR

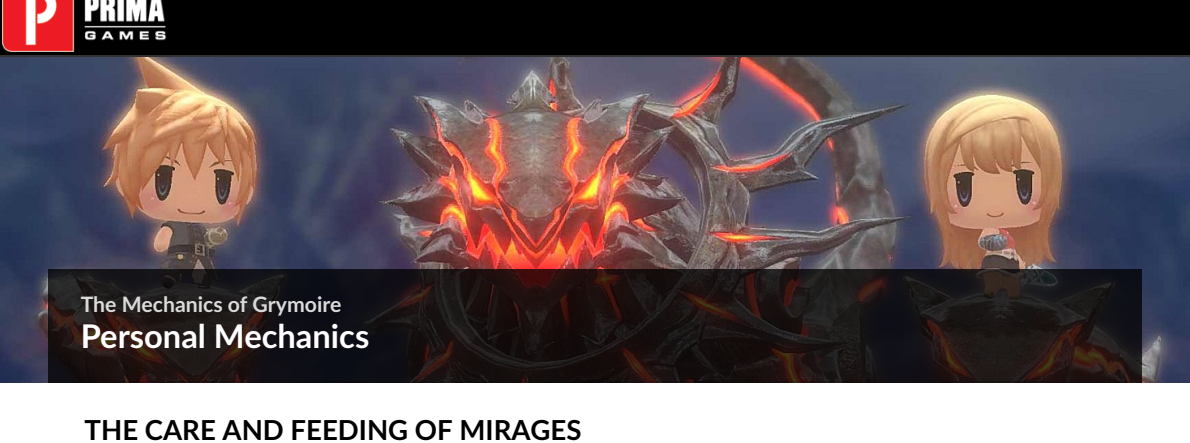
Gain valuable insights into the world and inner workings of the game. You can read more about the Tip Jar in the next section of this chapter.

CONFIG

Enter the same Config screen as the one accessible from the Main Menu. Note that the Voice Language cannot be changed here; it can only be changed in the Config Menu accessible from the Title Screen.

SAVE

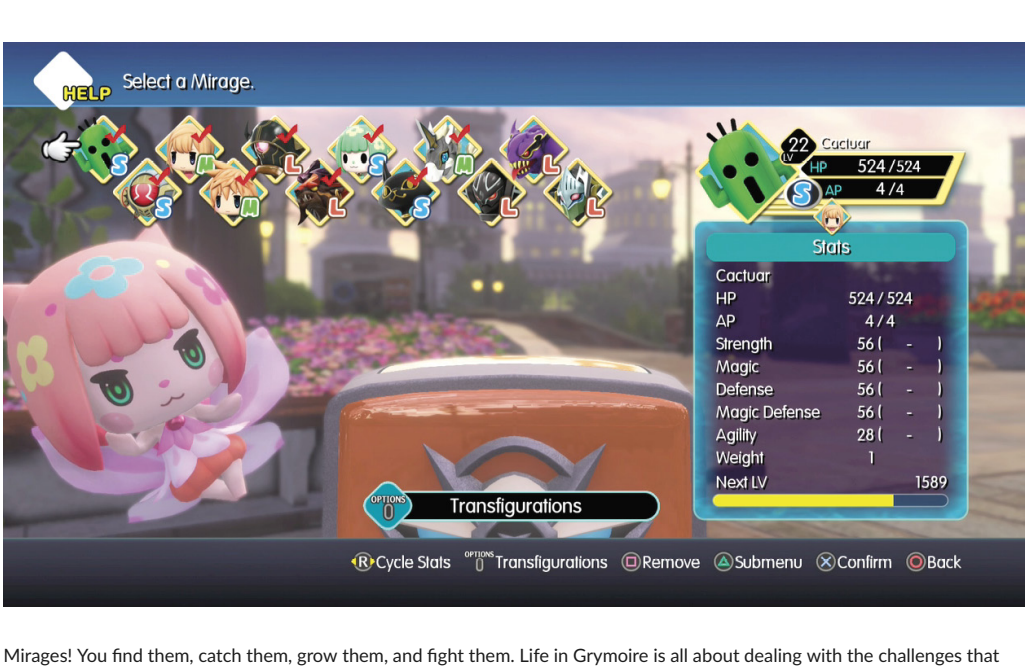
Save your game at an eligible point, such as Save Crystals.



The Mechanics of Grymoire

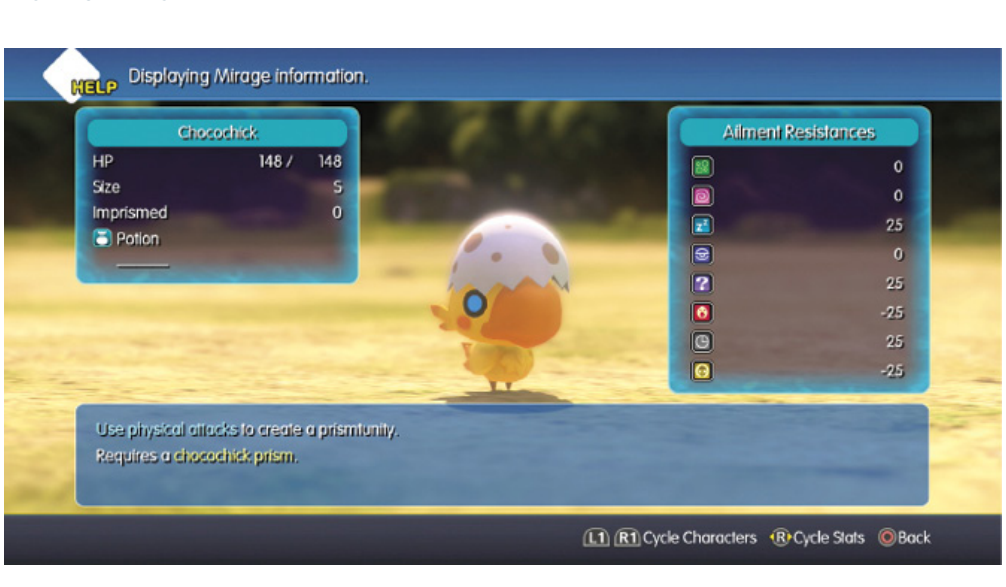
Personal Mechanics

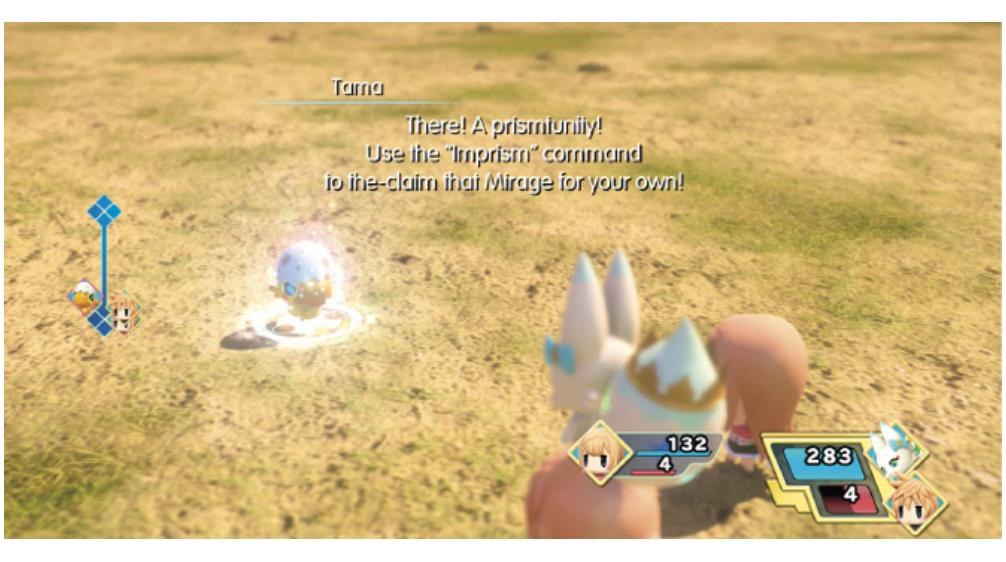
THE CARE AND FEEDING OF MIRAGES

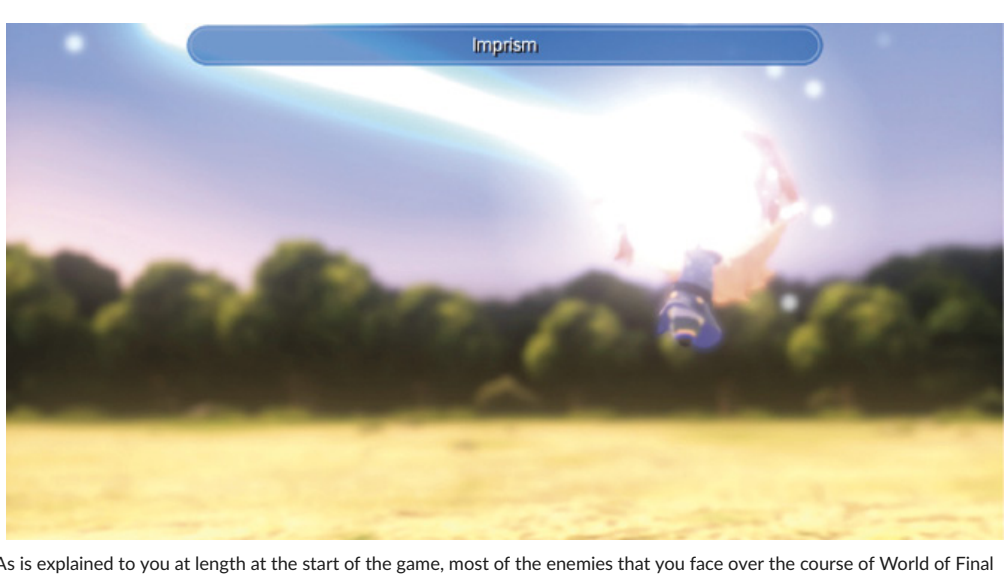

Select a Mirage.
Cactuar
HP 524 / 524
AP 4 / 4
Strength 56
Magic 56
Defense 56
Magic Defense 56
Agility 28
Weight 1
Next LV 1589

Mirages! You find them, catch them, grow them, and fight them. Life in Grymoire is all about dealing with the challenges that Mirages pose, but as Mirage Keepers, Lann and Reynn can turn them into potent allies. Every dungeon has a fresh set of Mirages for you to fight and recruit, and perhaps develop into one-of-a-kind monsters of legend.

PRISMTUNITIES


Displaying Mirage information.
Chocochick
HP 148 / 148
Size 5
Imprismed 0
Potion
Ailment Resistances: 0, 0, 25, 0, 25, -25, 25, -25
Use physical attacks to create a prismtunity.
Requires a chocochick prism.


Tama
There! A prismtunity!
Use the "Imprism" command
to the-claim that Mirage for your own!



As is explained to you at length at the start of the game, most of the enemies that you face over the course of World of Final Fantasy can be caught and turned into controllable members of your team. This is done via a process called "imprismING," where Lann or Reynn catches a weakened Mirage in a prismarium.

Players will be unable to attempt imprismING a Mirage unless you create a "prismtunity." The process for doing so is different for every individual type of Mirage. You can learn a new enemy's prismtunity conditions by casting a Libra spell on it, which Tama knows at the start of the game, and which you can teach to Reynn and Lann via mirajewels. This also saves the enemy's stats and general dossier to your Mirage Manual, which you can access by going back to the Twins' Room and inspecting their video game system.

The conditions for a prismtunity are generally self-explanatory, although it may take a bit of finesse or may not take effect immediately. A Mirage that requires you to "reduce HP," for example, generally enters prismtunity status at around 50% of its HP, and it doesn't matter how you get there. Specific types of attacks, such as physical or fire-based, may require several hits to work.

A Mirage that's susceptible to being imprismed will be surrounded by a white aura, but it is otherwise unhindered and can still take actions. As a general rule of thumb, its prismtunity will only be active it for the next few turns, after which it wears off. Unless a given Mirage's prismtunity conditions specifically indicate it can only be applied once per battle (e.g., the left claw or minimantoise), you can try again a second time.

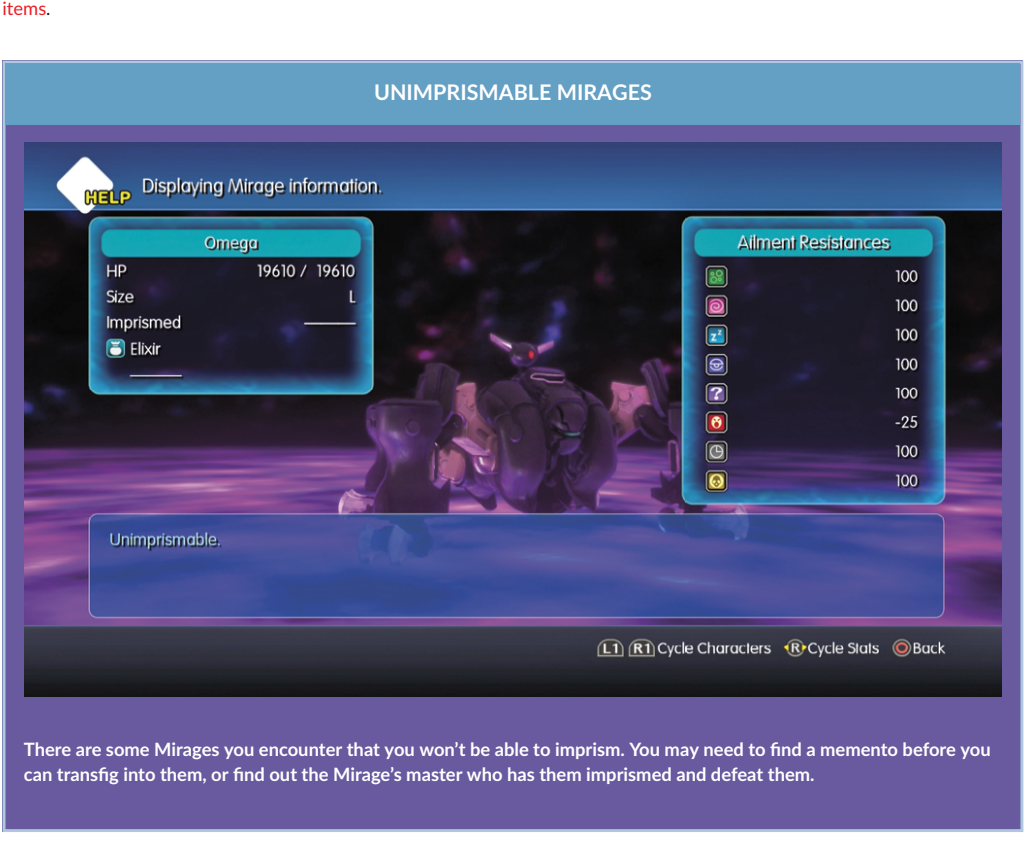
Many Mirages require you to inflict specific status ailments or hit them with particular elemental attacks before they can be imprismed. It's difficult to have a broad enough arsenal of abilities to be prepared for any possible prismtunity, but fortunately, you can sometimes compensate for this with a stash of items. There's a consumable item for many status ailments and types of elemental attack in the game, and you can purchase just about all of them from Chocolatte sooner or later. Check the Items section of the Encyclopedia for more details.

When you're attempting prismtunities, remember that you can freely use beneficial spells and items on your enemy by scrolling through the targeting menu when using the Classic Battle Menu. This can come in handy if you're trying to catch weaker Mirages, since you can heal them or even apply buffs like Shell or Protect to ensure they'll survive. This is even required in certain cases, such as the magic pot, which requires giving it an elixir.

There is also an ability called Subdue that was pretty much designed for imprismING, as it deals damage but will never KO the enemy. The easiest place to access it is on the sylph Mirage you receive in the early stages of the game.

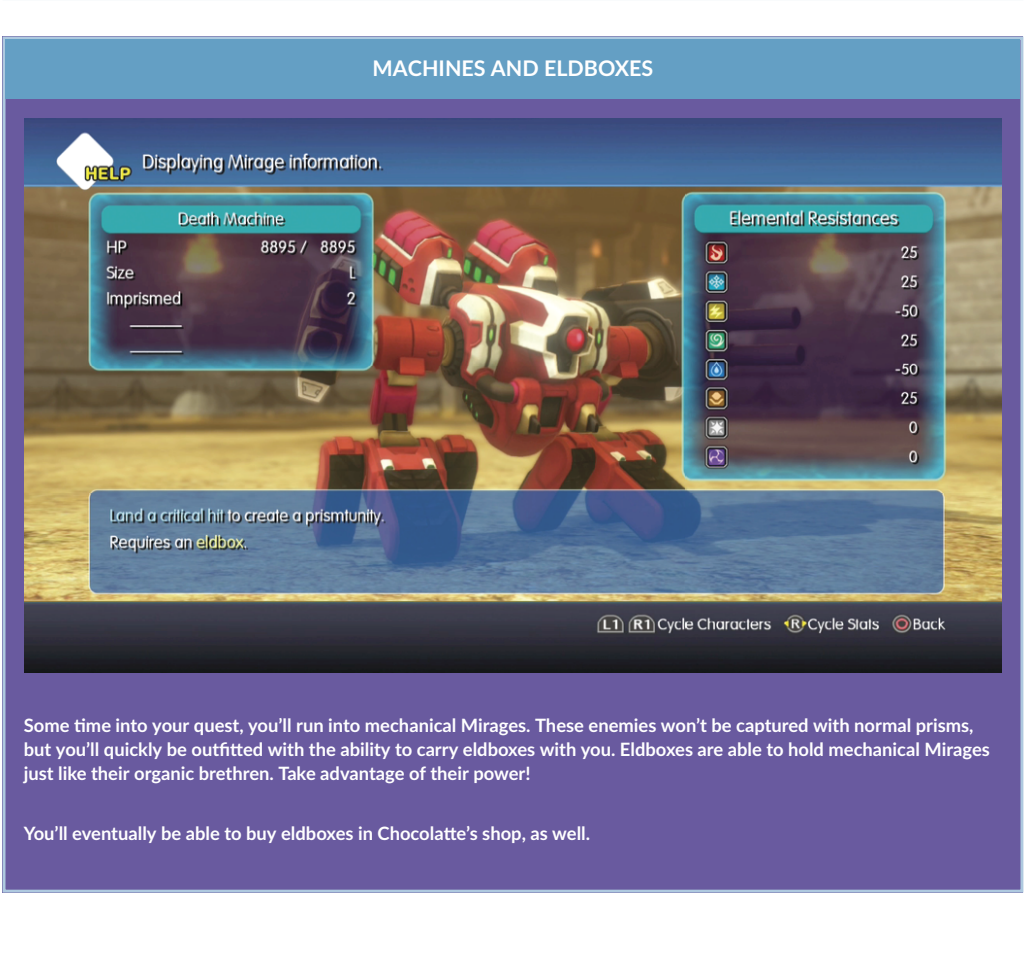
You receive the full standard experience value for an enemy you imprism, but none of its gil value, and it will not drop any items.

UNIMPRISMABLE MIRAGES


Displaying Mirage information.
Omega
HP 19610 / 19610
Size L
Imprismed
Elixir
Ailment Resistances: 100, 100, 100, 100, 100, -25, 100, 100
Unimprismable.

There are some Mirages you encounter that you won't be able to imprism. You may need to find a memento before you can transfig into them, or find out the Mirage's master who has them imprismed and defeat them.

MACHINES AND ELDBOXES


Displaying Mirage information.
Death Machine
HP 8895 / 8895
Size L
Imprismed 2
Elemental Resistances: 25, 25, -50, 25, -50, 25, 0, 0
Land a critical hit to create a prismtunity.
Requires an eldbox.

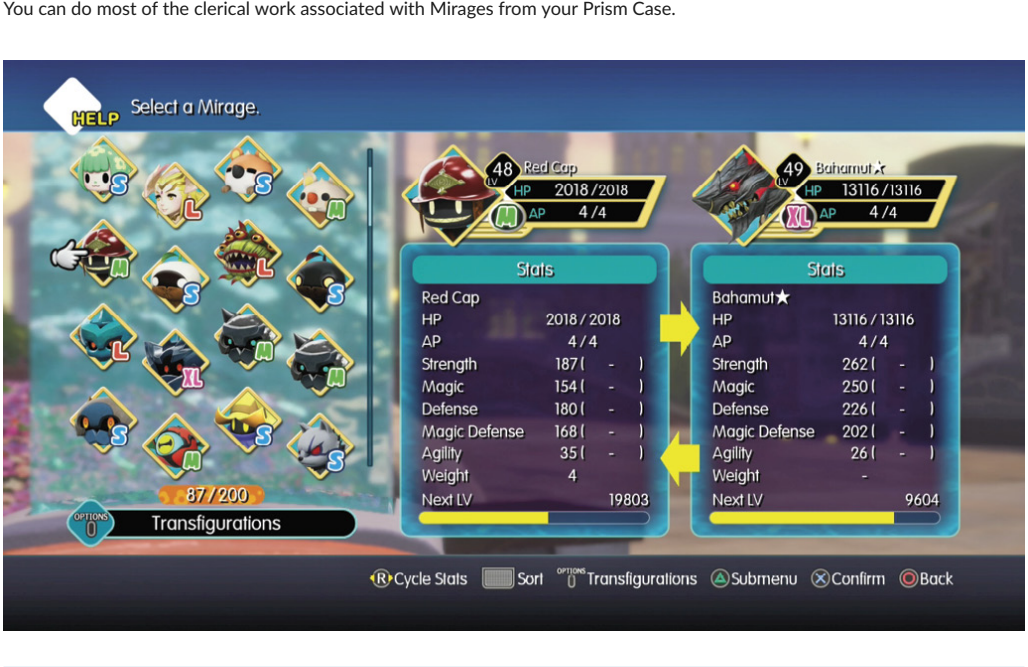
Some time into your quest, you'll run into mechanical Mirages. These enemies won't be captured with normal prisms, but you'll quickly be outfitted with the ability to carry eldboxes with you. Eldboxes are able to hold mechanical Mirages just like their organic brethren. Take advantage of their power!

You'll eventually be able to buy eldboxes in Chocolatte's shop, as well.

THE PRISM CASE

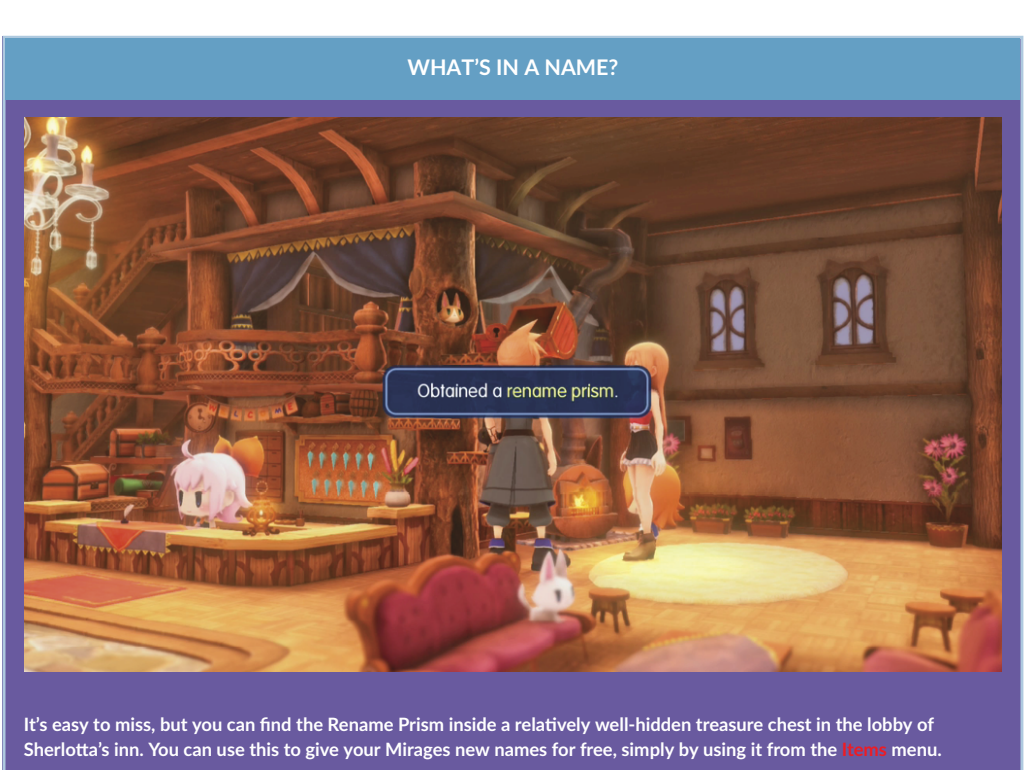
Reynn and Lann can carry a maximum of 10 Mirages with them in the field, which includes the four from your currently active stacks. Any extra Mirages you acquire that would take you over that limit will give you the option to place either your newly obtained Mirage—or an already-existing Mirage—into storage in your Prism Case, which is kept by Serafie on the North Promenade in Nine Wood Hills. You can also access the Prism Case from any Gate or Save Crystal that can take you back to the city. You can use the Seraphone to access it as well.

You can do most of the clerical work associated with Mirages from your Prism Case.

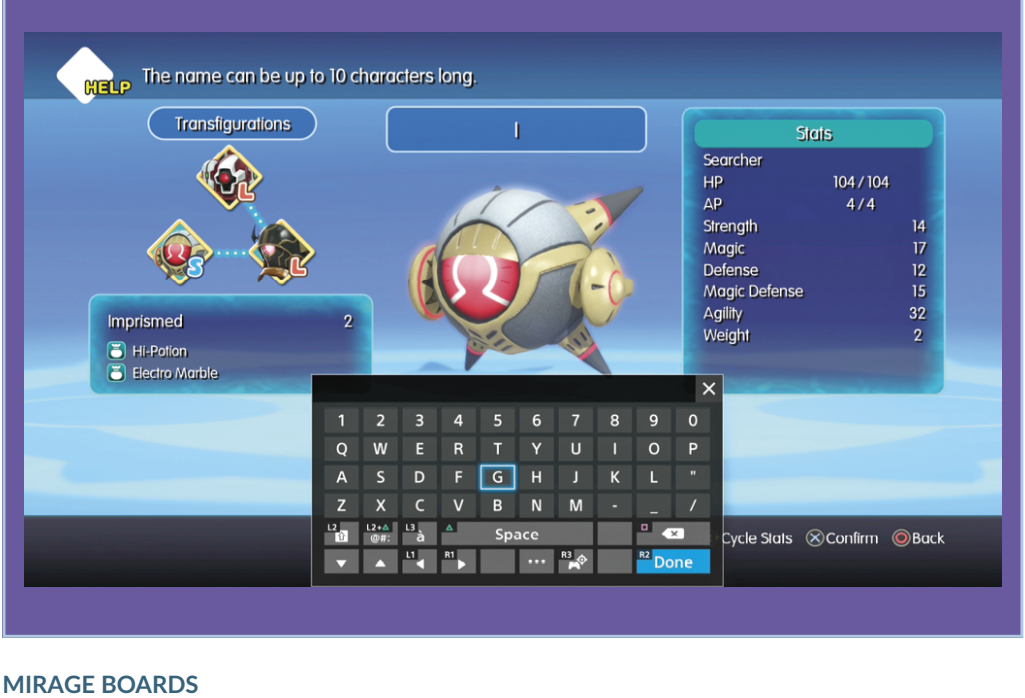

Select a Mirage.
87 / 200

Red Cap (48)		Bahamut★ (49)	
HP	2018 / 2018	HP	13116 / 13116
AP	4 / 4	AP	4 / 4
Strength	187 (-)	Strength	262 (-)
Magic	154 (-)	Magic	250 (-)
Defense	180 (-)	Defense	226 (-)
Magic Defense	168 (-)	Magic Defense	202 (-)
Agility	35 (-)	Agility	26 (-)
Weight	4	Weight	-
Next LV	19803	Next LV	9604

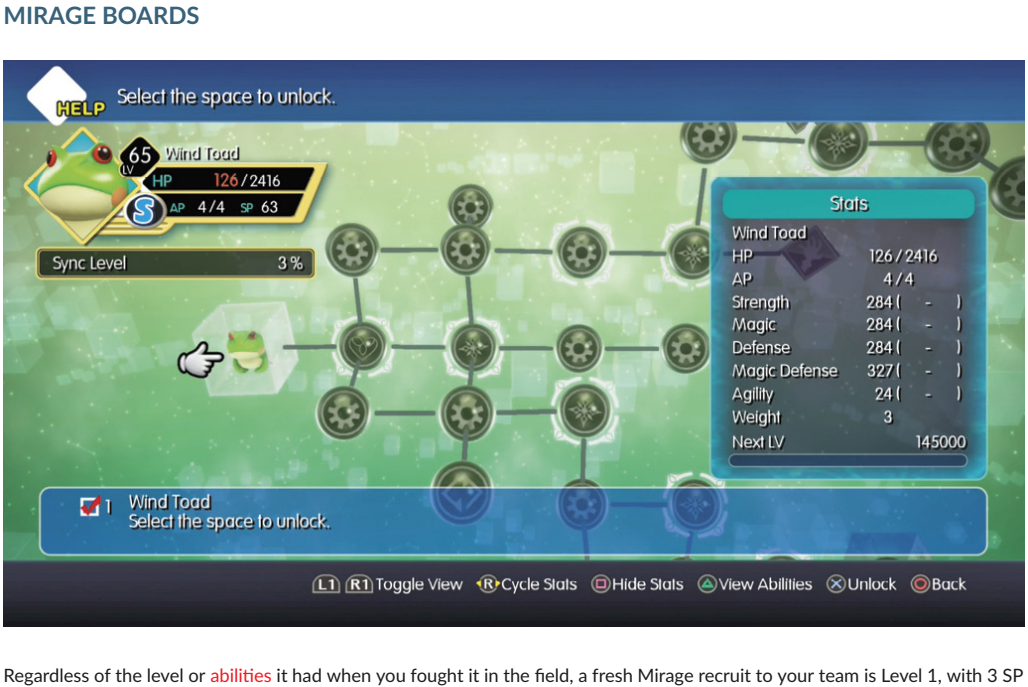
WHAT'S IN A NAME?


Obtained a rename prism.

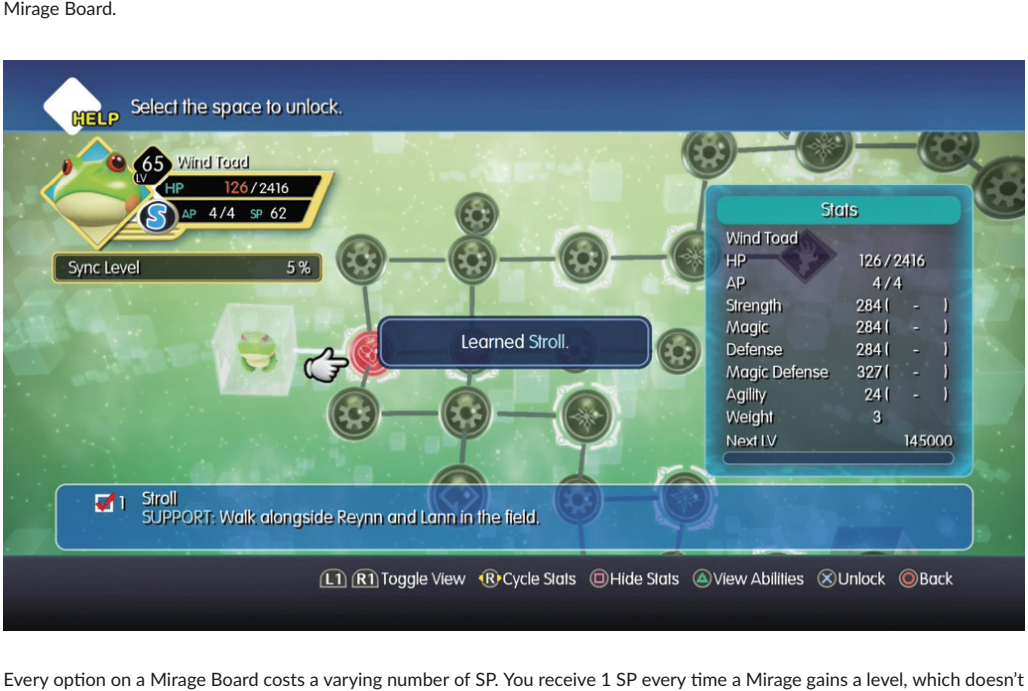
It's easy to miss, but you can find the Rename Prism inside a relatively well-hidden treasure chest in the lobby of Sherlotta's inn. You can use this to give your Mirages new names for free, simply by using it from the Items menu.


The name can be up to 10 characters long.
Searcher
HP 104 / 104
AP 4 / 4
Strength 14
Magic 17
Defense 12
Magic Defense 15
Agility 32
Weight 2
Imprismed 2
Hi-Potion
Electro Marble

MIRAGE BOARDS


Select the space to unlock.
Wind Toad
HP 126 / 2416
AP 4 / 4 SP 63
Sync Level 3 %
Wind Toad
HP 126 / 2416
AP 4 / 4
Strength 284
Magic 284
Defense 284
Magic Defense 327
Agility 24
Weight 3
Next LV 145000
Wind Toad
Select the space to unlock.

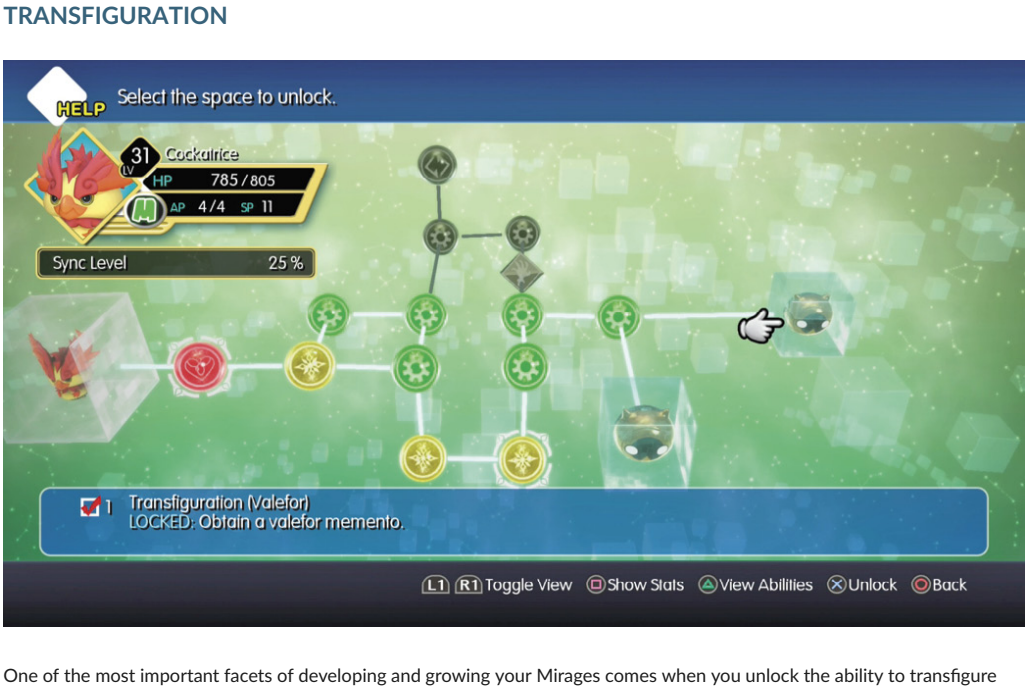
Regardless of the level or abilities it had when you fought it in the field, a fresh Mirage recruit to your team is Level 1, with 3 SP to its name. It has no abilities besides basic menu commands. To build it up, you'll have to unlock its potential by filling out its Mirage Board.


Select the space to unlock.
Wind Toad
HP 126 / 2416
AP 4 / 4 SP 62
Sync Level 5 %
Learned Stroll.
Stroll
SUPPORT: Walk alongside Reynn and Lann in the field.

Every option on a Mirage Board costs a varying number of SP. You receive 1 SP every time a Mirage gains a level, which doesn't sound like a lot, but it adds up quickly. As you might expect, you need to make your way through a Mirage Board by purchasing one ability node at a time, and you are limited to purchasing whatever nodes join up with what you've already taken.

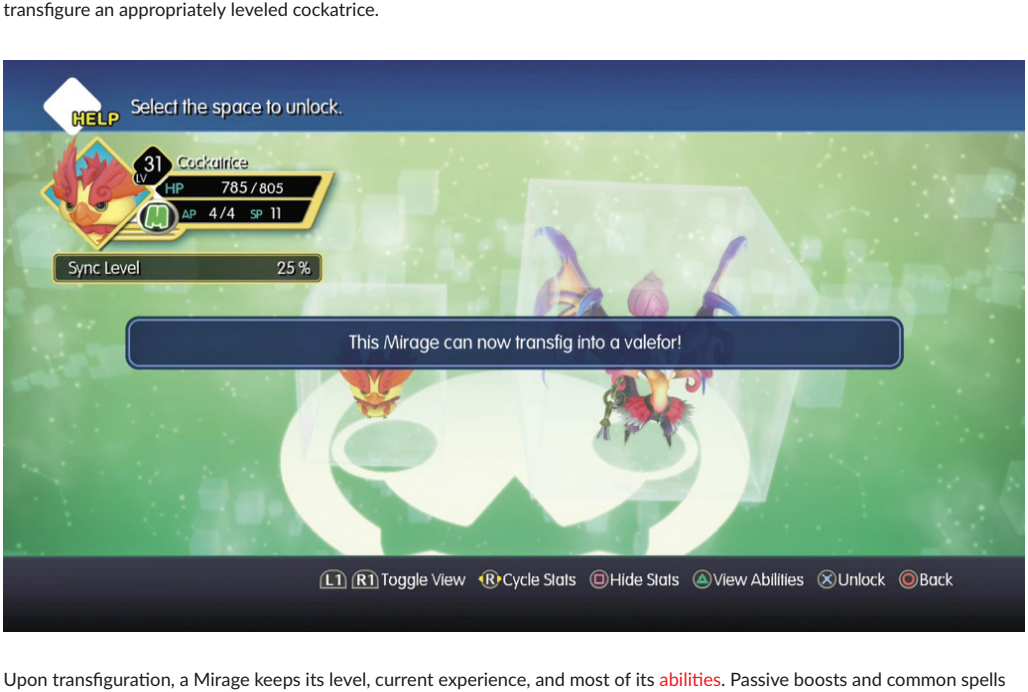
Simply getting a Mirage is enough to fill out its Mirage Board; there are no hidden options or secret abilities.

TRANSFIGURATION


Select the space to unlock.
Cockatrice
HP 785 / 805
AP 4 / 4 SP 11
Sync Level 25 %
Transfiguration (Valefor)
LOCKED: Obtain a valefor memento.

One of the most important facets of developing and growing your Mirages comes when you unlock the ability to transfigure them. Most of the imprismable Mirages in the game can be transfigured into at least one other Mirage entirely, which is an option that's available at the far ends of their Mirage Boards.

As a rule, it takes several levels on any Mirage before you're in any position to transfigure them; you have to work your way across the board to the option just like any other ability. Most transfigurations have an additional qualifier attached. For some, it's as easy as getting the Mirage to a certain level first; for others, you must find a specific key item somewhere in the game's world. The earliest example here is the valefor memento you receive after your battle with Yuna; once you have that, you can transfigure an appropriately leveled cockatrice.


Select the space to unlock.
Cockatrice
HP 785 / 805
AP 4 / 4 SP 11
Sync Level 25 %
This Mirage can now transfig into a valefor!

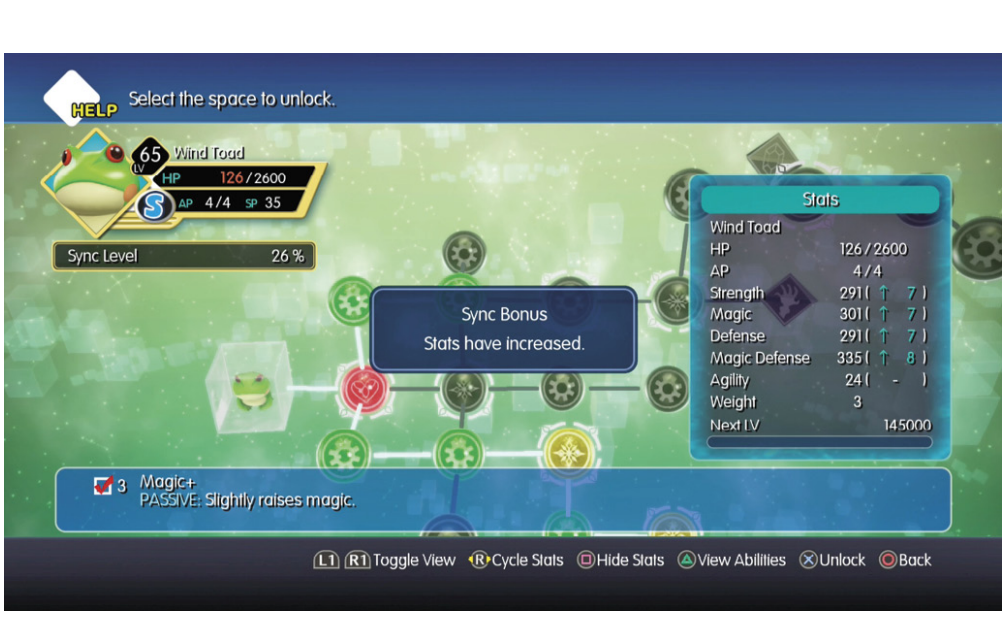
Upon transfiguration, a Mirage keeps its level, current experience, and most of its abilities. Passive boosts and common spells will almost always make the transition between forms, but many abilities are deliberately unique to a given form, and as such, cannot be used by the Mirage's new form. They aren't lost; they're just deactivated, and if you decide you want them back, you can revert the Mirage back to its original form.

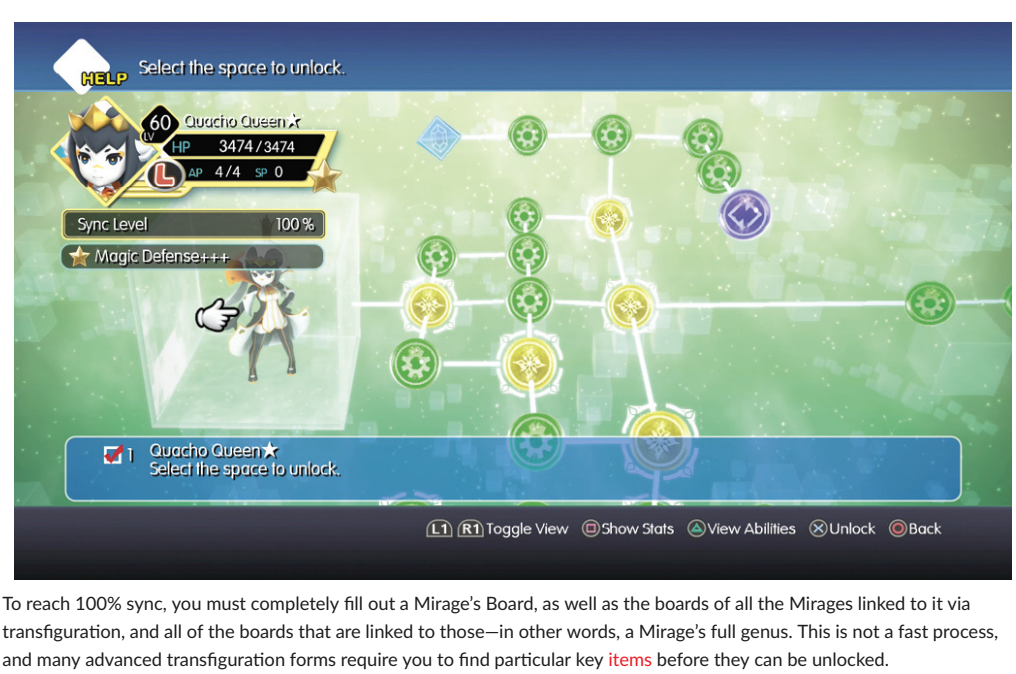
In fact, you can even spend SP to unlock abilities on a new transfiguration's Mirage Board without actually transfiguring the Mirage in question. This doesn't mean you'll be able to use any unique abilities you might acquire, and you still have to unlock the transfiguration as an option, but you don't have to transfigure it to start filling out the new leg of your Mirage Board.

Unique, non-transferrable abilities are generally listed in green text on the Mirage's Abilities menu, as accessed when you're looking at its Mirage Manual entry or Mirage Board. On Mirage Boards, the nodes for such abilities are also bordered in white.

SYNC AND MASTERY

You may have noticed that every Mirage has a sync level that's tracked on its Mirage Board, which is listed as a percentage. This increases by a slight amount every time you purchase a new node on a board, but again, as you may have noticed, simply maxing out a Mirage's board is rarely enough to get anywhere near 100% sync.

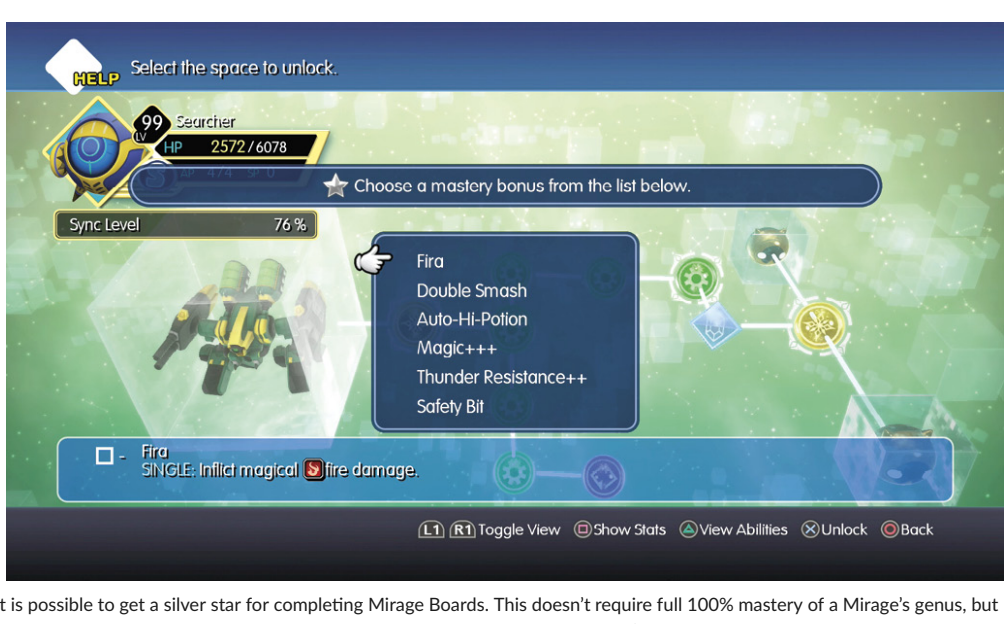

Select the space to unlock.
Wind Toad
HP 126 / 2600
AP 4 / 4 SP 35
Sync Level 26 %
Sync Bonus
Stats have increased.
Wind Toad
HP 126 / 2600
AP 4 / 4
Strength 291 (↑ 7)
Magic 301 (↑ 17)
Defense 291 (↑ 7)
Magic Defense 335 (↑ 8)
Agility 24 (-)
Weight 3
Next LV 145000
Magic+
PASSIVE: Slightly raises magic.


Select the space to unlock.
Quacho Queen★
HP 3474 / 3474
AP 4 / 4 SP 0
Sync Level 100 %
Magic Defense+++
Quacho Queen★
Select the space to unlock.

To reach 100% sync, you must completely fill out a Mirage's Board, as well as the boards of all the Mirages linked to it via transfiguration, and all of the boards that are linked to those—in other words, a Mirage's full genus. This is not a fast process, and many advanced transfiguration forms require you to find particular key items before they can be unlocked.

Once you do reach that 100% completion, the Mirage is considered to be mastered, which unlocks some new abilities for you to choose from. It also puts a gold star next to their name.

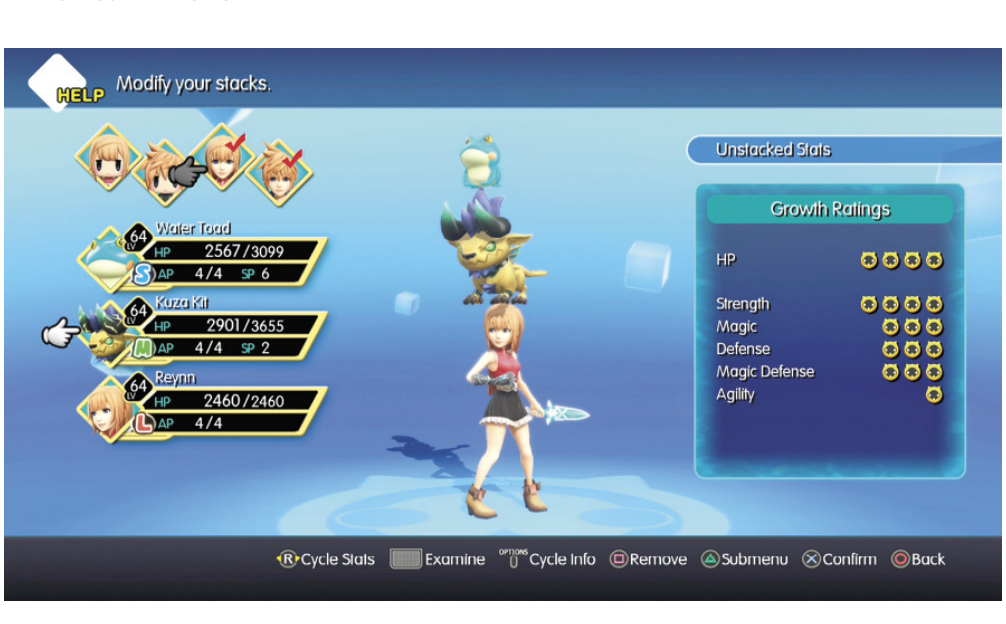
Select a Mirage to further its growth.
Searcher
HP 2572 / 6078
AP 4 / 4 SP 0
Sync Level 76 %
HELP
99
Cycle Characters
View Abilities
Confirm
Back

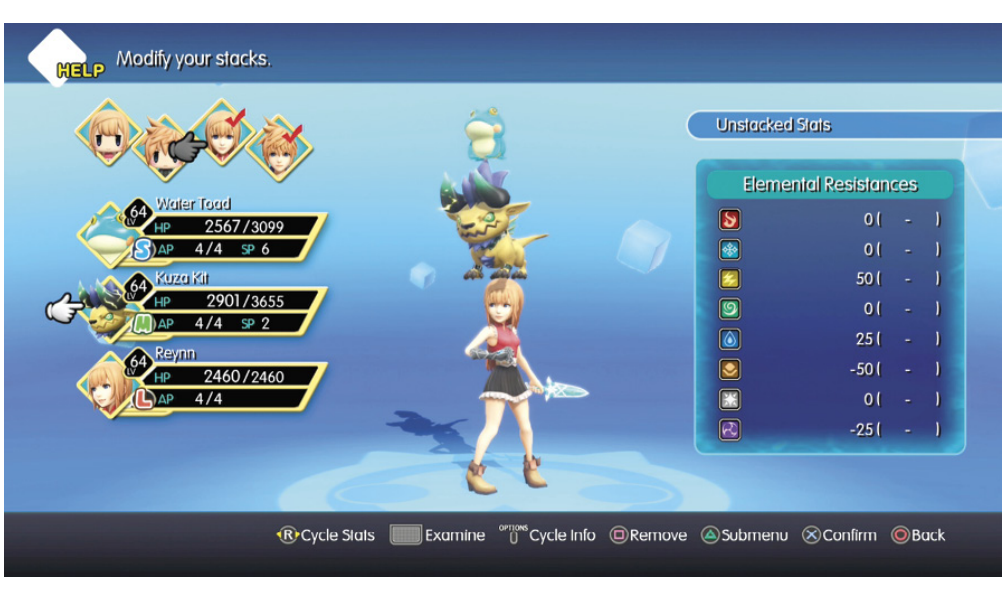

Select the space to unlock.
Searcher
HP 2572 / 6078
Sync Level 76 %
Choose a mastery bonus from the list below.
Fira
Double Smash
Auto-Hi-Potion
Magic+++
Thunder Resistance++
Safety Bit
Fira
SINGLE: Inflict magical fire damage.

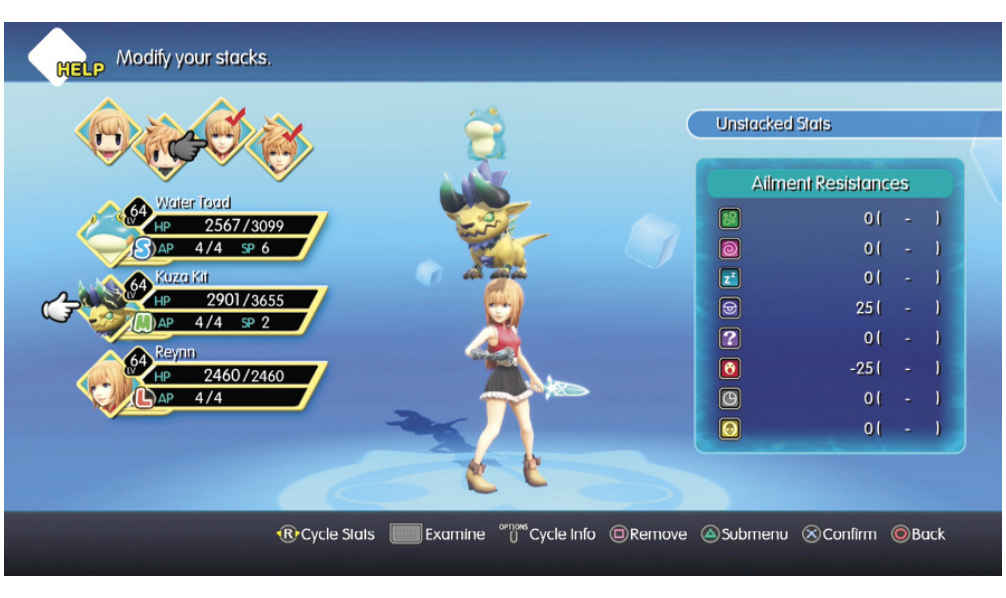
It is possible to get a silver star for completing Mirage Boards. This doesn't require full 100% mastery of a Mirage's genus, but simply the filling out of all of the Mirage Board nodes of their immediate family (just the Mirages you can see on a given Mirage's Mirage Board menu). This will also give you the same set of abilities to choose from as the gold star. Use this knowledge to really power up your Mirages.

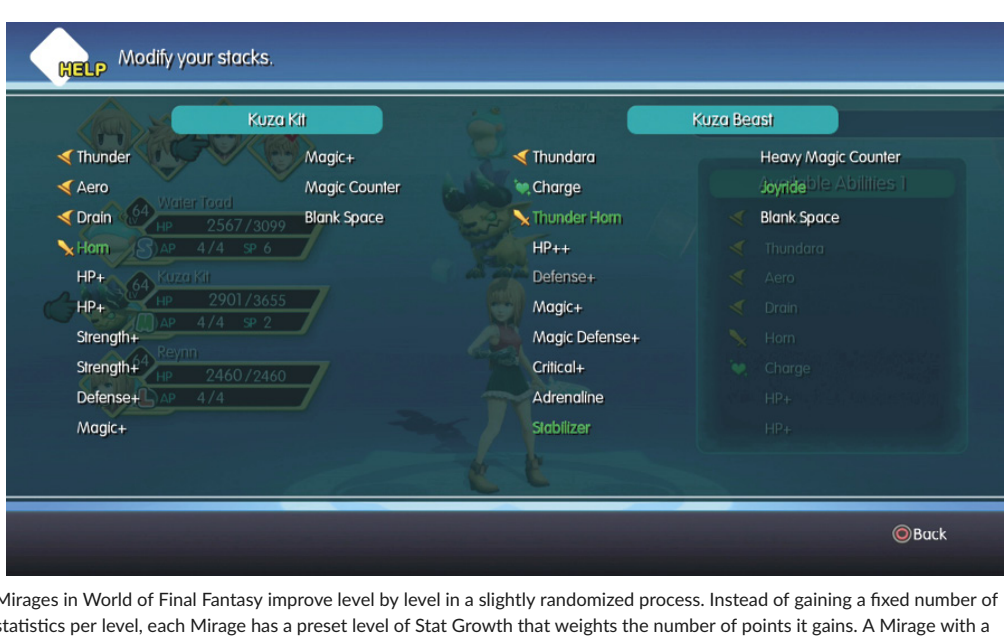
See the Mirage Manual chapter for more on the above.

STATISTICS AND GROWTH


Modify your stacks.
Water Toad HP 2567 / 3099 AP 4 / 4 SP 6
Kuza Kit HP 2901 / 3655 AP 4 / 4 SP 2
Reynn HP 2460 / 2460 AP 4 / 4
Unstacked Stats
Growth Ratings
HP
Strength
Magic
Defense
Magic Defense
Agility


Modify your stacks.
Water Toad HP 2567 / 3099 AP 4 / 4 SP 6
Kuza Kit HP 2901 / 3655 AP 4 / 4 SP 2
Reynn HP 2460 / 2460 AP 4 / 4
Unstacked Stats
Elemental Resistances: 0 (-), 0 (-), 50 (-), 0 (-), 25 (-), -50 (-), 0 (-), -25 (-)


Modify your stacks.
Water Toad HP 2567 / 3099 AP 4 / 4 SP 6
Kuza Kit HP 2901 / 3655 AP 4 / 4 SP 2
Reynn HP 2460 / 2460 AP 4 / 4
Unstacked Stats
Ailment Resistances: 0 (-), 0 (-), 0 (-), 25 (-), 0 (-), -25 (-), 0 (-), 0 (-)


Modify your stacks.

Kuza Kit		Kuza Beast	
Thunder	Magic+	Thundara	Heavy Magic Counter
Aero	Magic Counter	Charge	Joyride
Drain	Blank Space	Thunder Horn	Blank Space
Horn		HP++	Thundara
HP+		Defense+	Aera
HP+		Magic+	Drain
Strength+		Magic Defense+	Horn
Strength+		Critical+	Charge
Defense+		Adrenaline	HP+
Magic+		Stabilizer	HP+

Mirages in World of Final Fantasy improve level by level in a slightly randomized process. Instead of gaining a fixed number of statistics per level, each Mirage has a preset level of Stat Growth that weights the number of points it gains. A Mirage with a stat growth of 5 will almost always gain a significant increase in the relevant statistic, whereas a growth of 1 means that stat will grow little, if at all. Note that achieving Mirage sync levels at 25%, 50%, and 75% also rewards players with multiple stat boosts.

Every Mirage in the game also has multiple abilities on its Mirage Board that simply provide an immediate and permanent boost to a given primary statistic, which will typically be weighted toward the Mirage's favored statistics. For example, Mirages that are meant to specialize in offensive spells generally have multiple Magic+ and Magic++ nodes on their boards. As a rule, the statistical drift is relatively minor by the time a Mirage reaches its highest levels, particularly since most Mirages will do their best work as part of a stack.

By default, Mirages' elemental and ailment resistances will remain static and determined by their type. You can change this up a bit by equipping certain rare resistance seeds or picking certain Mastery Abilities, but most Mirages will retain their specific strengths and weaknesses throughout the game.

Ailments and resistances are represented on Mirages' stat workups in what are effectively percentages. A negative number represents a weakness, whereas a positive number is a strength. At high numbers, a Mirage is highly resistant or immune to a given ailment, or takes limited to no damage from a type of elemental attack.

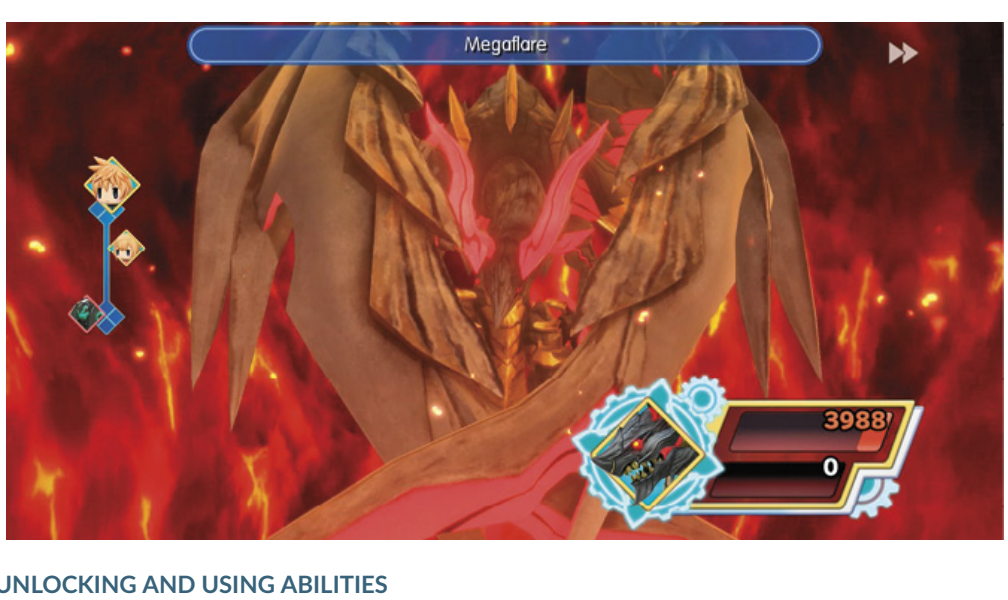
When an elemental resistance reaches 100, the Mirage is fully resistant to that element. At 150, the Mirage absorbs the element. Meanwhile, 200 is the highest elemental resistance a Mirage can achieve.

ABILITIES

In World of Final Fantasy, your arsenal of special attacks, magic spells, and passive bonuses are all referred to under the blanket heading of abilities. Let's talk about getting them, using them, customizing them, and listing the lot of them.

Cure
3864
12
7384
9

Thundara
3864
7
7384
9



UNLOCKING AND USING ABILITIES

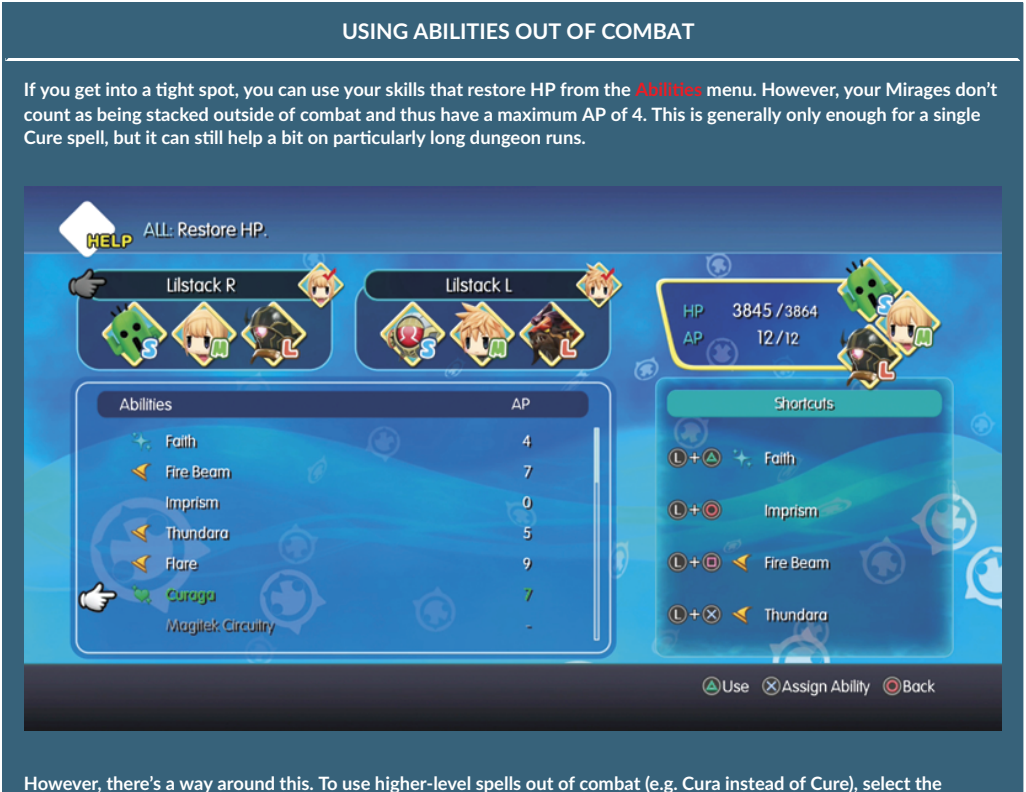
When a Mirage enters your control, it is Level 1 with 3 SP, and it gains 1 SP per level thereafter. At this point, it knows zero abilities besides basic battle commands, and you must gradually unlock its abilities by spending SP in its Mirage Board.

All of your active abilities cost a certain amount of AP to use in combat, and barring rare passive abilities that modify that cost (e.g., Battery Powered), each ability will always cost the same amount. AP regenerates on its own every turn, which means that it's an effectively infinite resource. There's no reason not to pull out the big guns early and often, even on trivial random encounters.

Conversely, items are a bit harder to come by, if only because you're limited by their gil cost. This flips the typical RPG script, as you can use AP to save on items in the field instead of relying on items to save or replenish AP.

USING ABILITIES OUT OF COMBAT

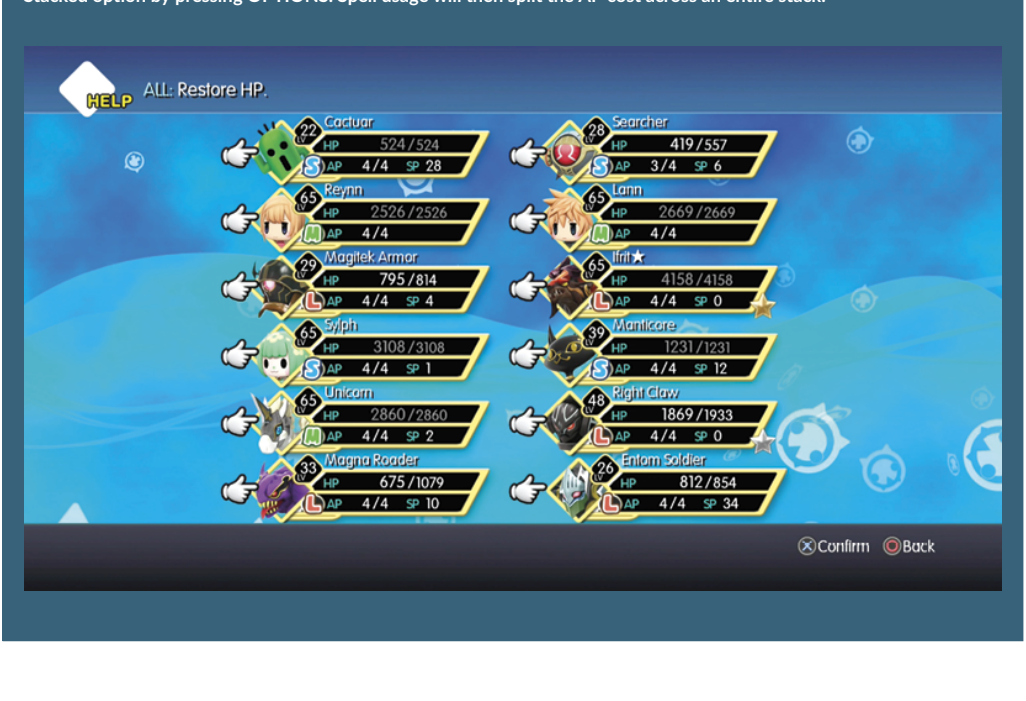
If you get into a tight spot, you can use your skills that restore HP from the Abilities menu. However, your Mirages don't count as being stacked outside of combat and thus have a maximum AP of 4. This is generally only enough for a single Cure spell, but it can still help a bit on particularly long dungeon runs.


ALL: Restore HP.
Lilstack R
Lilstack L
HP 3845 / 3864
AP 12 / 12

Abilities	AP
Faith	4
Fire Beam	7
Imprism	0
Thundara	5
Flare	9
Curaga	7
Magitek Circuitry	-

Shortcuts
Faith
Imprism
Fire Beam
Thundara

However, there's a way around this. To use higher-level spells out of combat (e.g. Cura instead of Cure), select the Stacked option by pressing OPTIONS. Spell usage will then split the AP cost across an entire stack.


ALL: Restore HP.
Cactuar HP 524 / 524 AP 4 / 4 SP 28
Reynn HP 2526 / 2526 AP 4 / 4
Magitek Armor HP 795 / 814 AP 4 / 4 SP 4
Sylph HP 3108 / 3108 AP 4 / 4 SP 1
Unicorn HP 2860 / 2860 AP 4 / 4 SP 2
Magna Roader HP 675 / 1079 AP 4 / 4 SP 10
Searcher HP 419 / 557 AP 3 / 4 SP 6
Lann HP 2669 / 2669 AP 4 / 4
Ifrit★ HP 4158 / 4158 AP 4 / 4 SP 0
Manticore HP 1231 / 1231 AP 4 / 4 SP 12
Right Claw HP 1869 / 1933 AP 4 / 4 SP 0
Sentom Soldier HP 812 / 854 AP 4 / 4 SP 34

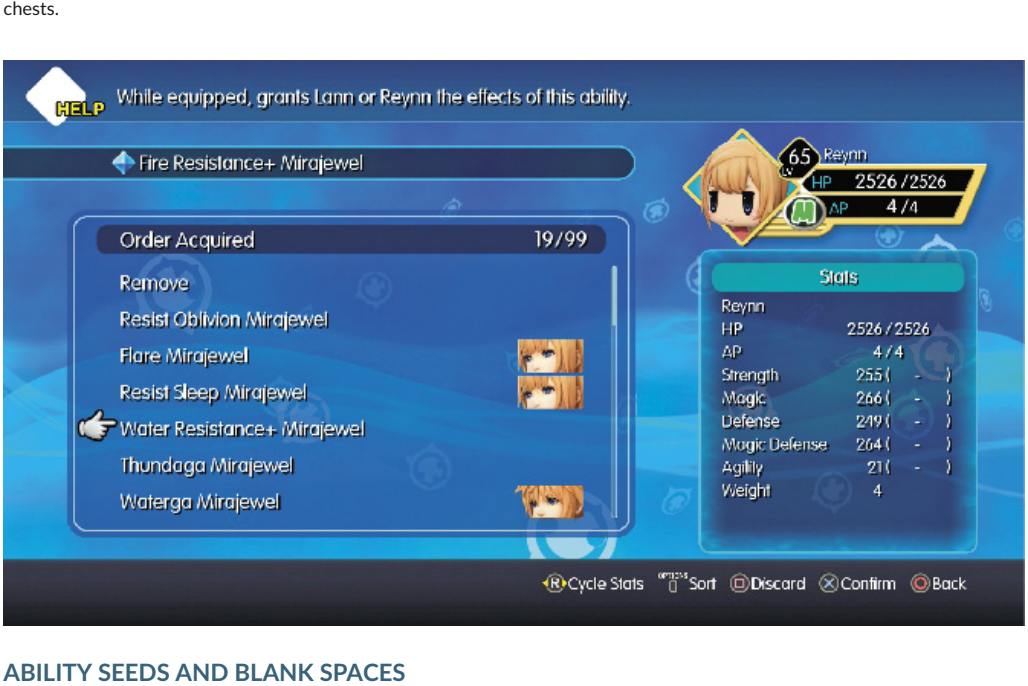
MIRAJEWELS

By default, Lann and Reynn have no abilities besides basic battle commands. In order for either of them to have abilities when they're not stacked, they need to equip mirajewels.

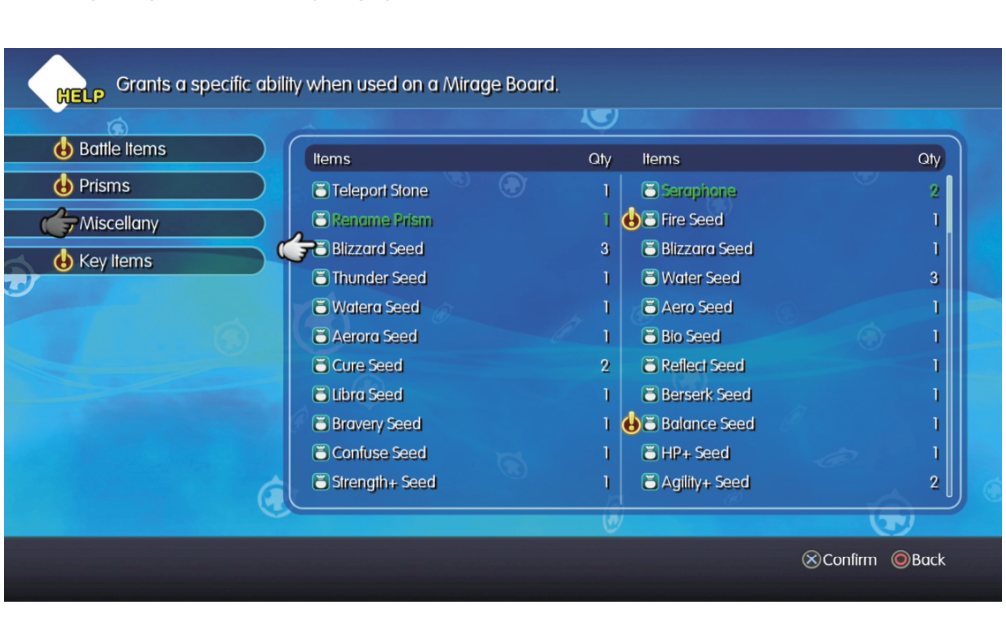
When mirajewels initially become available, both your Keepers have two available slots for them. You can unlock up to four more by reaching levels 20, 40, 60, and 80. Finally, you can get two more by finding certain key items. Reynn must find Doga's artifact and Unei's mirror, and Lann needs the rat tail and the griffin's heart.

You can gain all four of the above items in the Coliseum; see the Side Quests chapter for details.

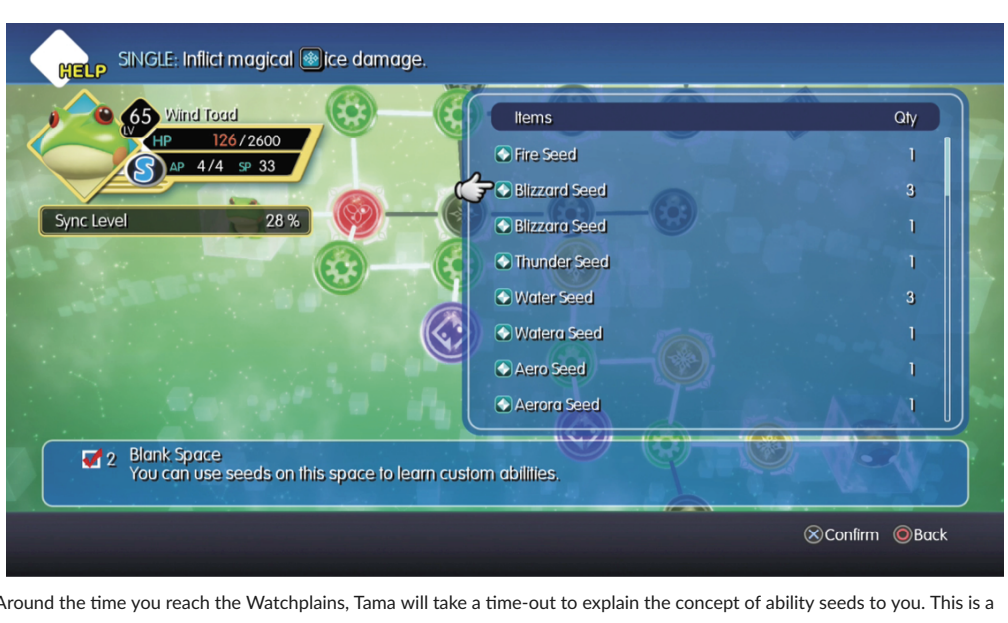
The primary source for acquiring mirajewels in World of Final Fantasy is unlocking them in various Mirage Boards. They typically cost 2 SP and are available immediately upon purchase. You can also frequently find them in dungeon treasure chests.


While equipped, grants Lann or Reynn the effects of this ability.
Fire Resistance+ Mirajewel
Order Acquired 19/99
Remove
Resist Oblivion Mirajewel
Flare Mirajewel
Resist Sleep Mirajewel
Water Resistance+ Mirajewel
Thundaga Mirajewel
Waterga Mirajewel
Reynn
HP 2526 / 2526
AP 4 / 4
Reynn
HP 2526 / 2526
AP 4 / 4
Strength 255
Magic 266
Defense 249
Magic Defense 264
Agility 21
Weight 4

ABILITY SEEDS AND BLANK SPACES


Grants a specific ability when used on a Mirage Board.

Items	Qty	Items	Qty
Teleport Stone	1	Seraphone	2
Rename Prism	1	Fire Seed	1
Blizzard Seed	3	Blizzara Seed	1
Thunder Seed	1	Water Seed	3
Watera Seed	1	Aero Seed	1
Aerora Seed	1	Bio Seed	1
Cure Seed	2	Reflect Seed	1
Libra Seed	1	Berserk Seed	1
Bravery Seed	1	Balance Seed	1
Confuse Seed	1	HP+ Seed	3
Strength+ Seed	1	Agility+ Seed	2


SINGLE: Inflict magical ice damage.
Wind Toad
HP 126 / 2600
AP 4 / 4 SP 33
Sync Level 28 %

Items	Qty
Fire Seed	1
Blizzard Seed	3
Blizzara Seed	1
Water Seed	3
Watera Seed	1
Aero Seed	1
Aerora Seed	1

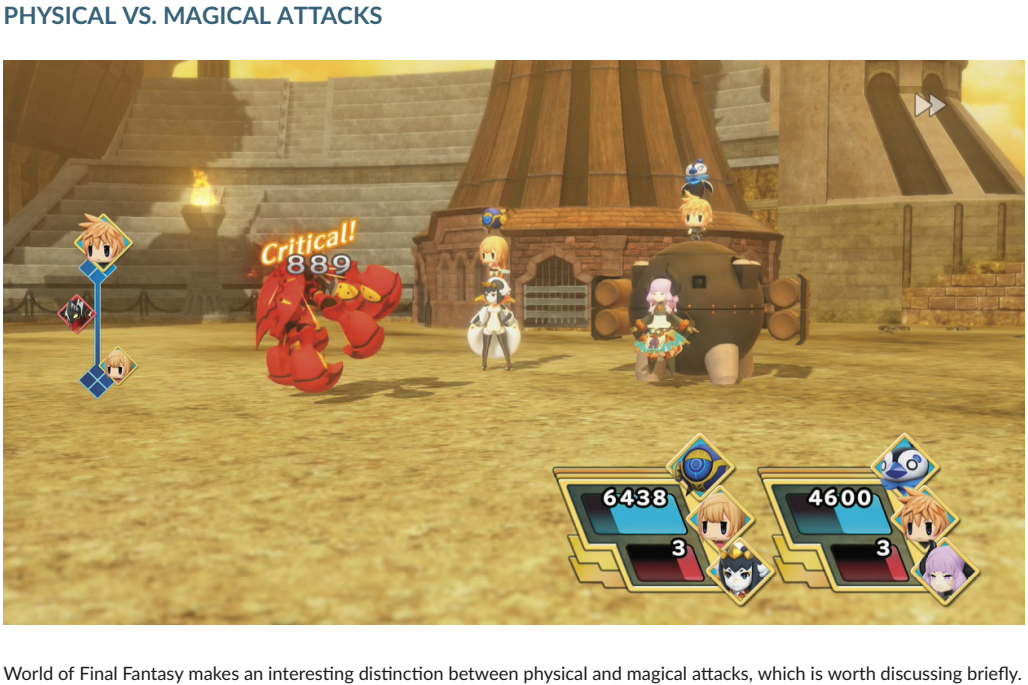
Blank Space
You can use seeds on this space to learn custom abilities.

Around the time you reach the Watchplains, Tama will take a time-out to explain the concept of ability seeds to you. This is a method for customizing your Mirages' ability loadout by using consumable items to teach them new spells.

Every Mirage has at least one slot on its Mirage Board called a Blank Space, which costs 2 SP to unlock. You can use ability seeds on Blank Spaces to permanently teach a Mirage a new ability. This will persist until such time as you place a new seed on that Blank Space, which destroys the old one, removes the old seed's ability, and replaces it with that of the new seed.

In the opening hours of the game, seeds tend to primarily be active spells, which can limit Blank Spaces' utility. Mirages that have no real aptitude with magic don't get anything out of learning attack spells. You can teach those Mirages status ailments (such as Confuse or Sleep) instead to vary up your arsenal, or simply hold on to them for later. As you start to crack into the midgame and later, you can find or buy ability seeds that provide passive abilities, stat boosts, or extra ailment or elemental resistances, which enables you to close up your Mirages' weak spots or further enhance their strengths.

PHYSICAL VS. MAGICAL ATTACKS



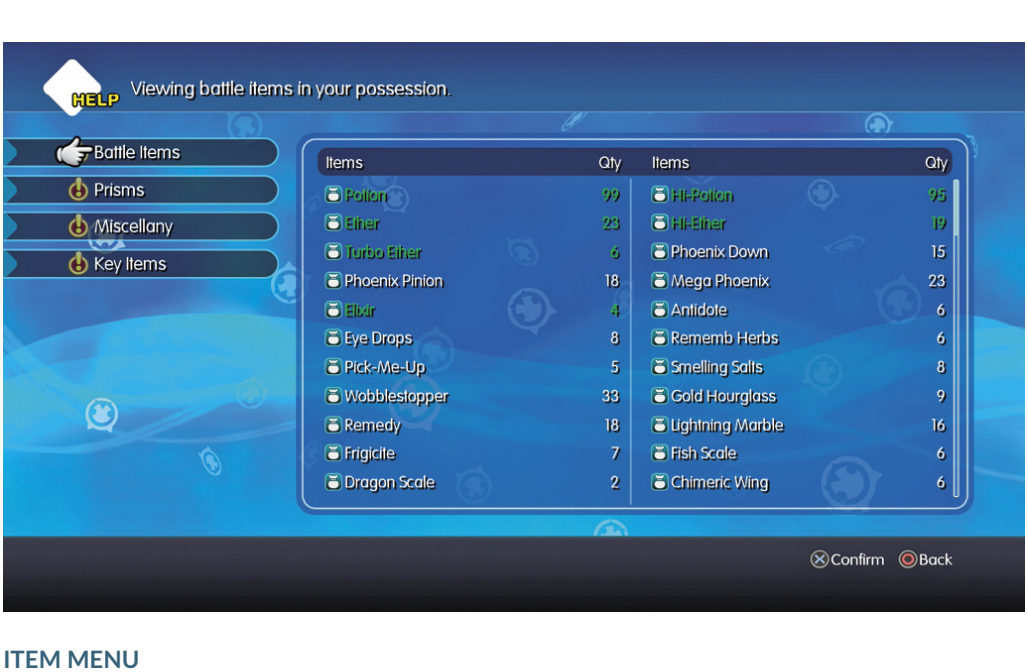
World of Final Fantasy makes an interesting distinction between physical and magical attacks, which is worth discussing briefly. Physical attacks are calculated against a target's Defense statistic, whereas magical attacks' effectiveness are determined by the target's Magic Defense.

Many physical attacks inflict "neutral" damage, the same as your standard Attack command does. By contrast, most of the magical attacks in the game have an additional elemental classification, such as Fire, Blizzard, or Holy spells. However, it's also common to learn abilities that inflict physical/elemental damage, such as Assassin's Dagger or Heavenly Wrath, or that deal straight magic damage, such as Full Output or Missile. The most obvious examples are Reynn's and Lann's Channel Element abilities in Jiant form, which inflict physical/elemental damage, with the specific element subject to change based on which Mirages are stacked with them.

As a rule, World of Final Fantasy places a high value on targeting enemies' elemental vulnerabilities, but it's also useful to note the difference between physical and magical attacks. If you hit a weak spot but don't deal as much damage as you'd hoped, it's likely because you're using a physical attack against a high-Defense target, or a magical attack against a target with high Magic Defense.

Watera
7541
7
5705
7

ITEMS


Viewing battle items in your possession

Items	Qty	Items	Qty
Potion	99	Hi-Potion	95
Ether	23	Hi-Ether	17
Turbo Ether	6	Phoenix Down	15
Phoenix Pinion	18	Mega Phoenix	23
Elixir	4	Antidote	6
Eye Drops	8	Rememb Herbs	6
Pick-Me-Up	5	Smelling Salts	8
Wobblestopper	33	Gold Hourglass	9
Remedy	18	Lightning Marble	16
Frigicite	7	Fish Scale	6
Dragon Scale	2	Chimeric Wing	6

ITEM MENU

There are numerous items in World of Final Fantasy—far too many to list here. However, you can get a listing of every one in the game in the Items section of the Encyclopedia.

Each item falls under a specific type, and thus, has a specific purpose. When you go into the game menu, you'll see the items already placed within their specific typings. You can use these typings to pick the best item for whatever situations you encounter over the course of the game.

- Battle Items: Items that can be used in battle. You'll see things like restoratives, damage dealers, and buffers/debuffers here.
- Prisms: Used to imprism Mirages.
- Miscellany: Items that don't fit in any other category—usually ability seeds and support items like the Teleport Stone and Seraphone.
- Key Items: Items that are key to the narrative or progression through the game. Some of these grant Reynn and Lann special powers and privileges.

USEFUL SUPPORT ITEMS

Teleport Stone

The Teleport Stone warps you back to the entrance of any dungeon, even if you haven't completed it yet. It's a one-way get-out-of-a-jam free card, though, so be sure you want to use it before deciding to make it so you don't needlessly take a trip through an entire dungeon all over again.

Seraphone

The Seraphone calls Serafie and her Prism Case to your location, wherever that may be—even in the middle of a dungeon! You can only carry three of these in your inventory at a time, however.

Rename Prism

As mentioned earlier, the Rename Prism allows you to rename a Mirage as many times as you want. Just don't lose track of your newly named Mirage once you do.

CURRENCY

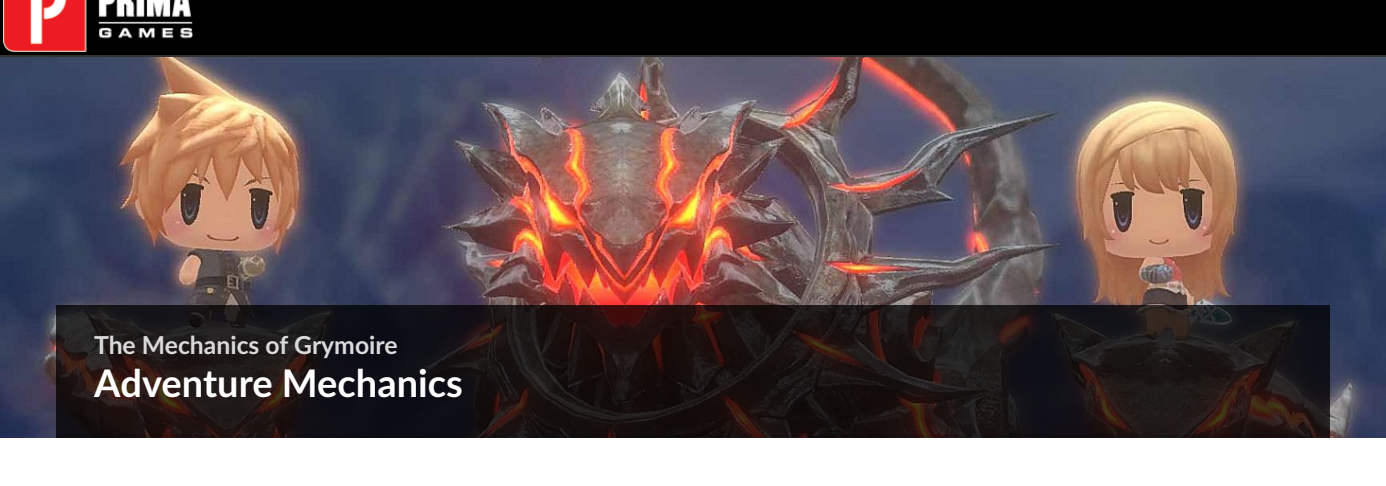
Just like our world, currency in Grymoire is exchanged for goods and services.

GIL

Gil is the main currency of Grymoire, and you can spend it in Chocolatte's Shop.

ARMA GEMS

As special currency, arma gems are only tradable in the Girl's Tearoom. See the Side Quests chapter for more details.



The Mechanics of Grymoire

Adventure Mechanics

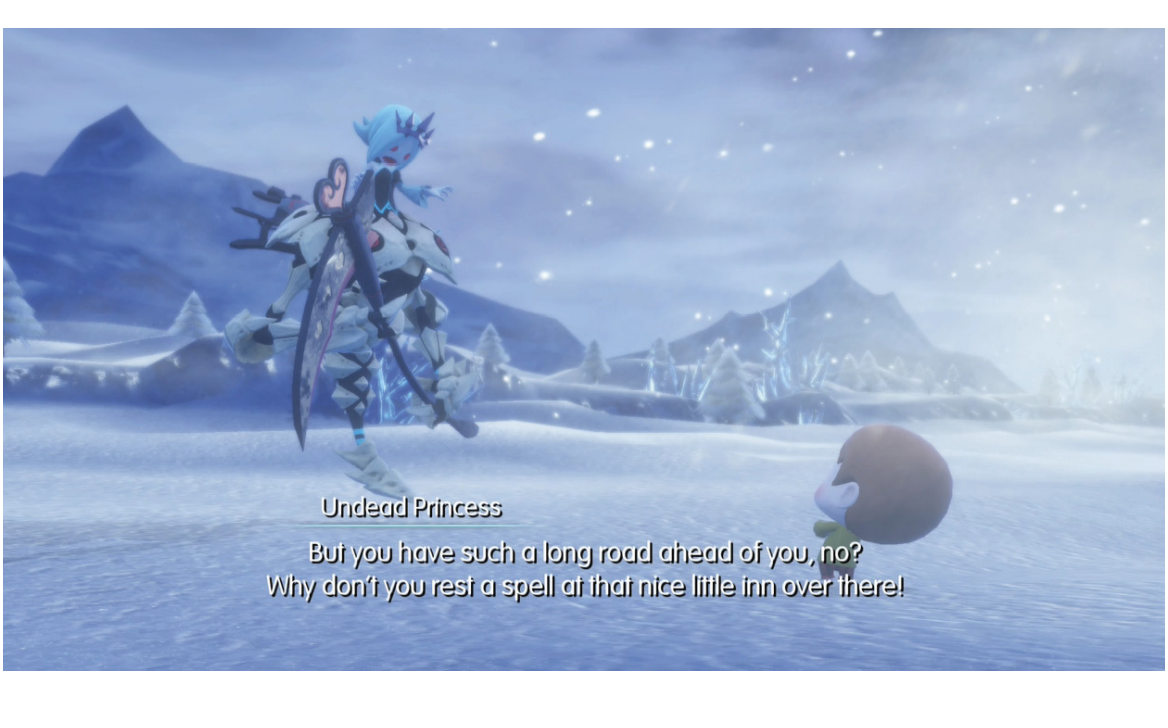
Your time playing World of Final Fantasy is broken up into five main game phases: Story, World Exploration, Dungeon Exploration, Battles, and Side Quests.

STORY

This is anything involving dialogue (characters talking to one another, etc.) and cutscenes (cinematic events). If you're playing for the first time or just want to relive the excitement, simply sit back and watch the narrative unfold during this phase.

LANN: Awesome adventures, here we come!

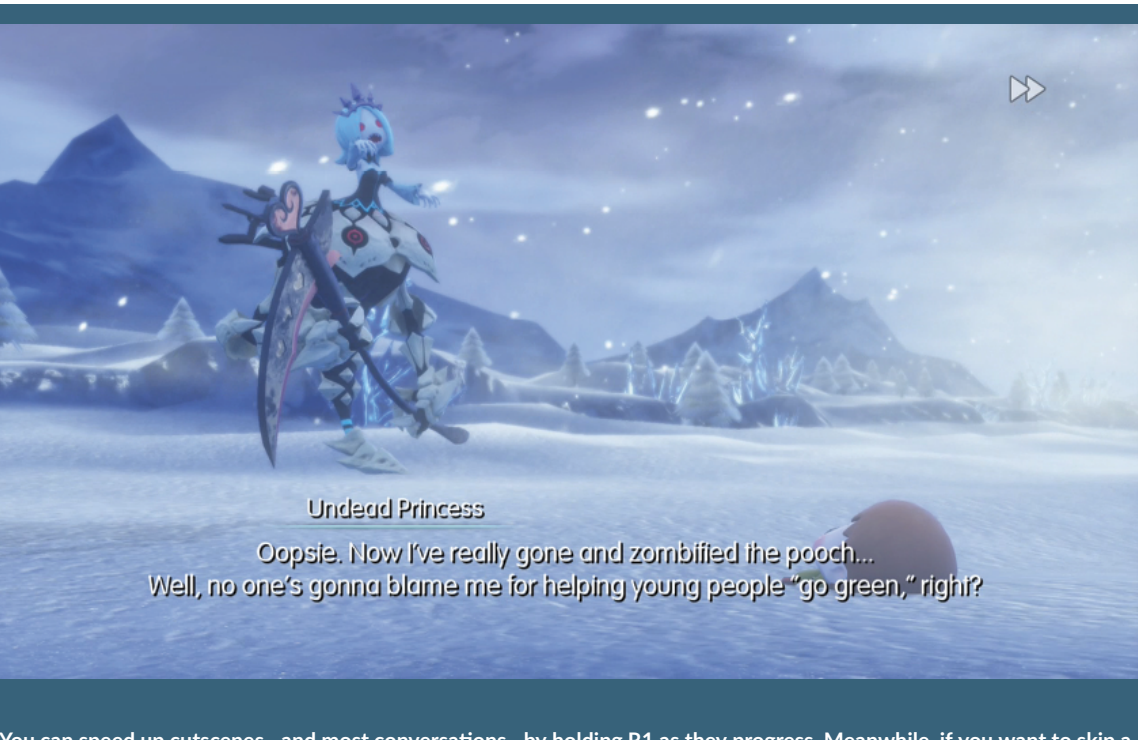
Hidey ho. What can I do for you?



Undead Princess

But you have such a long road ahead of you, no?
Why don't you rest a spell at that nice little inn over there!

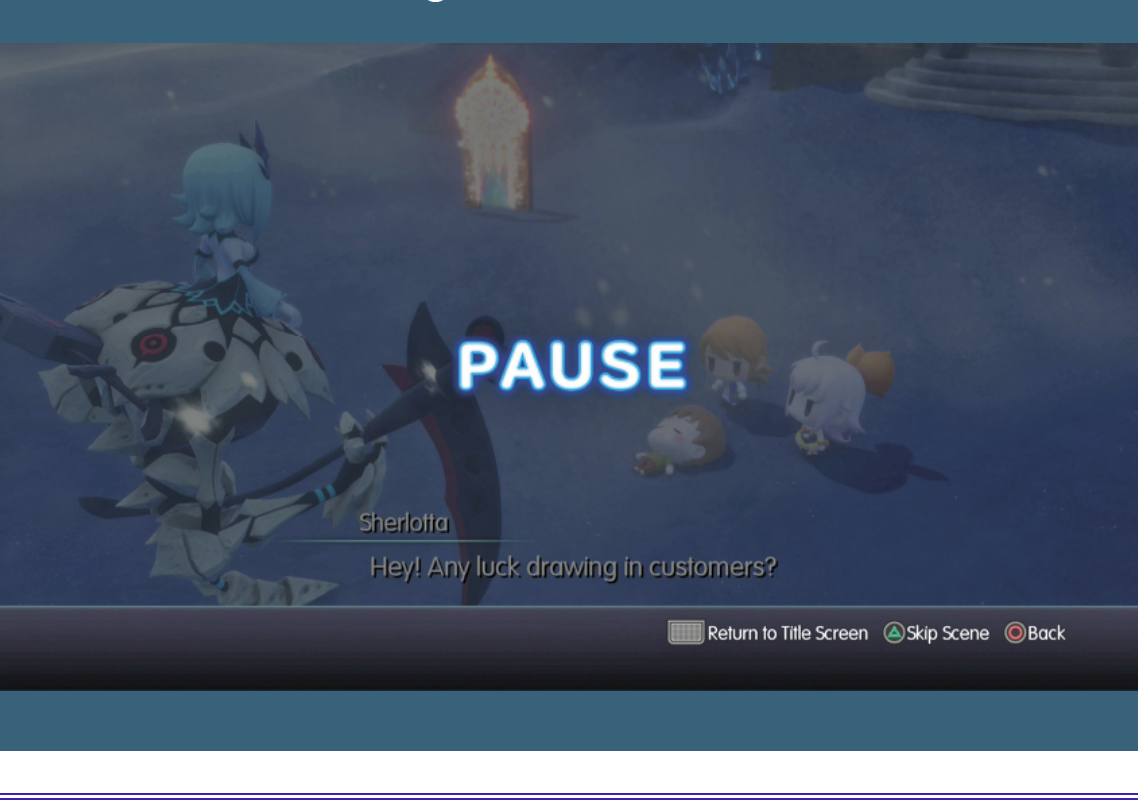
SPEED THINGS UP



Undead Princess

Oopsie. Now I've really gone and zombified the pooch...
Well, no one's gonna blame me for helping young people "go green," right?

You can speed up cutscenes—and most conversations—by holding R1 as they progress. Meanwhile, if you want to skip a cutscene entirely, press OPTIONS and then △.

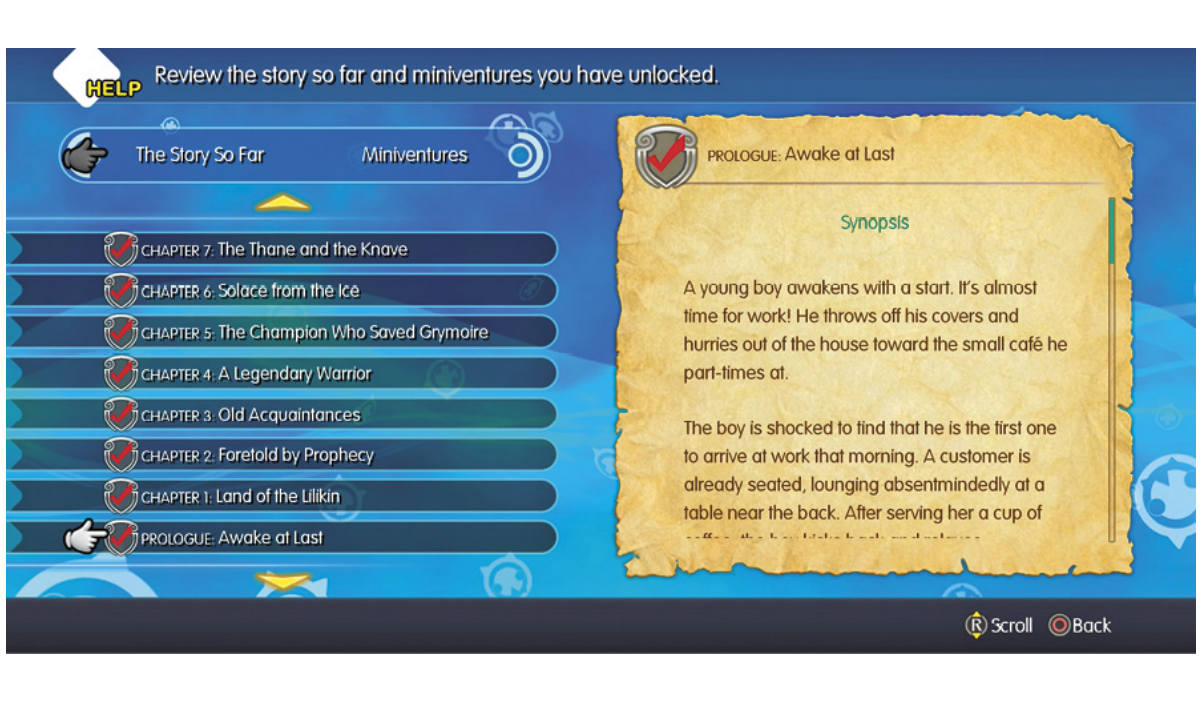


Sherlotta

Hey! Any luck drawing in customers?

ALL ABOUT THE ADVENTURE LOG

The Adventure Log, found in the game menu, is your one-stop shop for keeping track of your narrative exploits. The tab on the left labeled "The Story So Far" lets you see where you are in the main story. It's great for catching yourself up if you've been away from the game for a while. Meanwhile, the Miniventures tab lets you keep track of your progress in any side quests.



Review the story so far and miniventures you have unlocked.

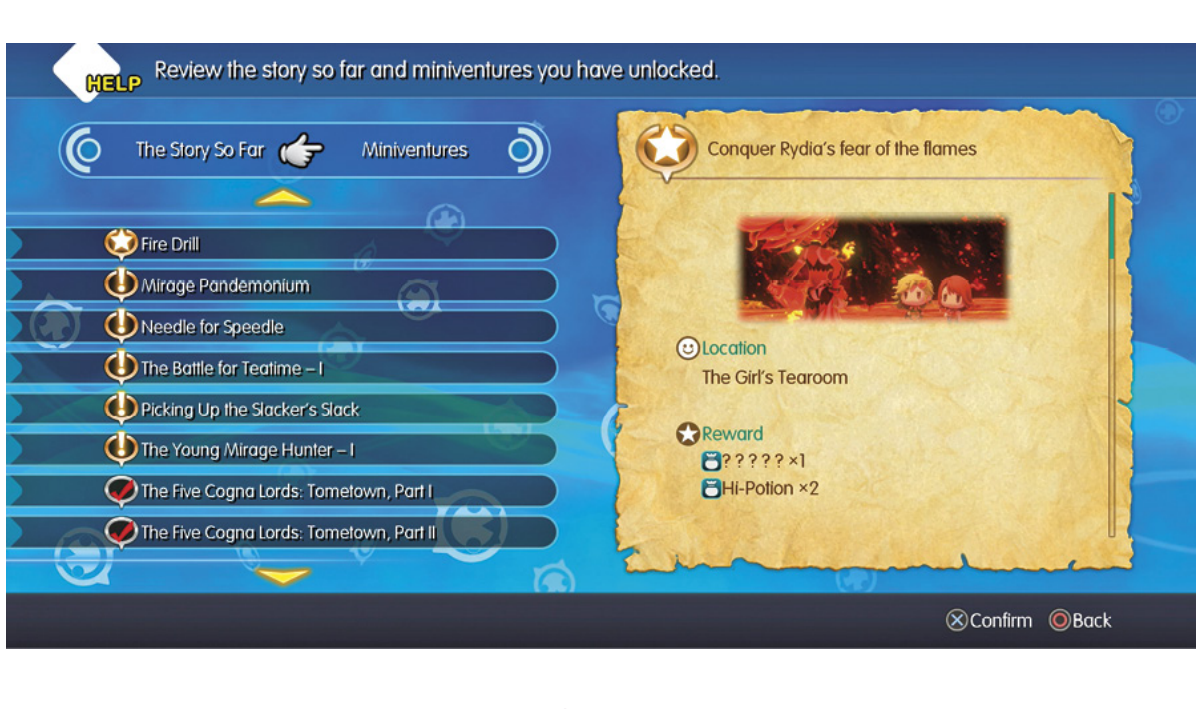
- CHAPTER 7: The Thane and the Knave
- CHAPTER 6: Solace from the Ice
- CHAPTER 5: The Champion Who Saved Grymoire
- CHAPTER 4: A Legendary Warrior
- CHAPTER 3: Old Acquaintances
- CHAPTER 2: Foretold by Prophecy
- CHAPTER 1: Land of the Lilikin
- PROLOGUE: Awake at Last

PROLOGUE: Awake at Last

A young boy awakens with a start. It's almost time for work! He throws off his covers and hurries out of the house toward the small café he part-times at.

The boy is shocked to find that he is the first one to arrive at work that morning. A customer is already seated, lounging absentmindedly at a table near the back. After serving her a cup of

The Miniventures tab has one more feature: you can accept rewards for completed side quests from it. Just highlight any quest you've completed that has a reward waiting, and press ⊗ to receive the reward.



Review the story so far and miniventures you have unlocked.

- Fire Drill
- Mirage Pandemonium
- Needle for Speedle
- The Battle for Teatime – I
- Picking Up the Slacker's Slack
- The Young Mirage Hunter – I
- The Five Cogna Lords: Tometown, Part I
- The Five Cogna Lords: Tometown, Part II

Conquer Rydia's fear of the flames

Location: The Girl's Tearoom

Reward: ????? ×1, Hi-Potion ×2

WORLD EXPLORATION

World Exploration counts as moving around anywhere in Grymoire that isn't a dungeon—towns, regions, or the World Map itself.

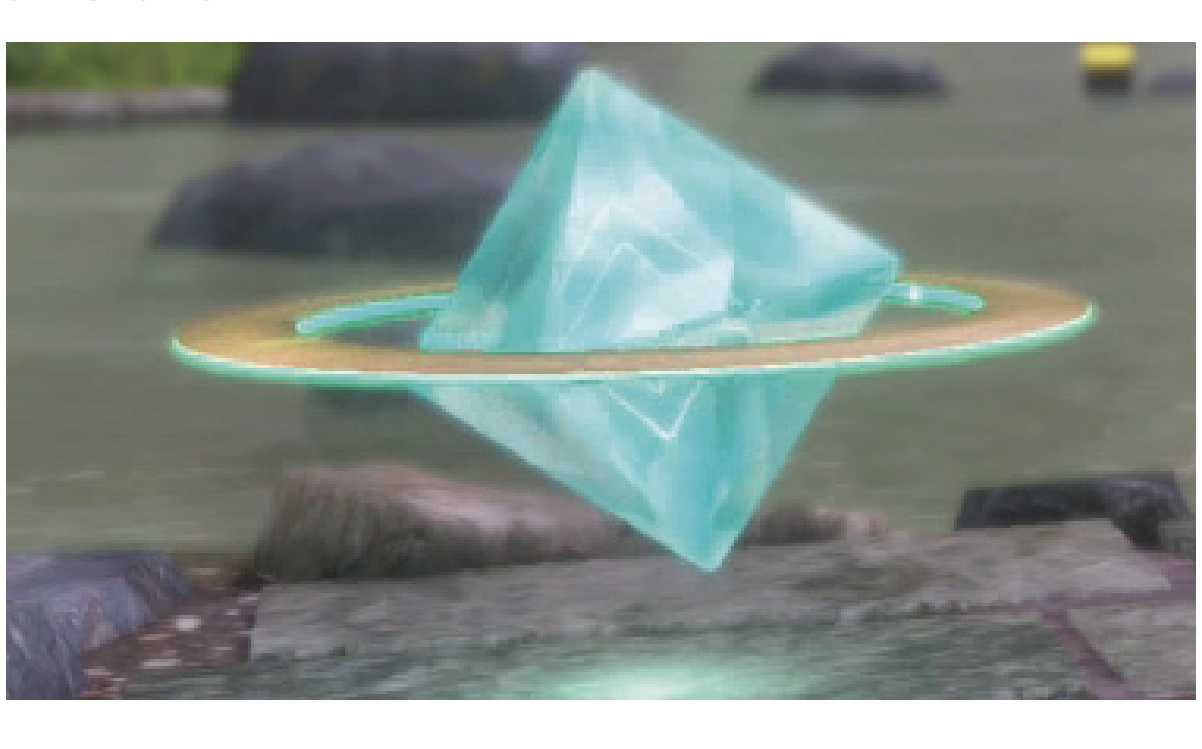
TOWNS AND REGIONS

Towns and regions are neutral areas where you'll be able to discover new territories, advance the story, find side quests to undertake, and search for hidden rewards. When in a town or region, you won't usually need to have your guard up for battles. But sometimes, the story can put you in situations you didn't expect, so don't completely rest on your laurels, either

LEADER SWITCH

While traveling, you can press R1 to switch who's in front: Reynn or Lann. Honestly, this is really just for fun, but it's hardly fair to leave one sibling in the spotlight all the time, is it?

SAVE CRYSTALS



Save Crystals (also found in dungeons!) restore your HP and AP, allow you to save your progress, and let you access the Prism Case. Note that World of Final Fantasy only has one save file, so be sure you don't have any actions you want to redo before saving at one of these.

GATES

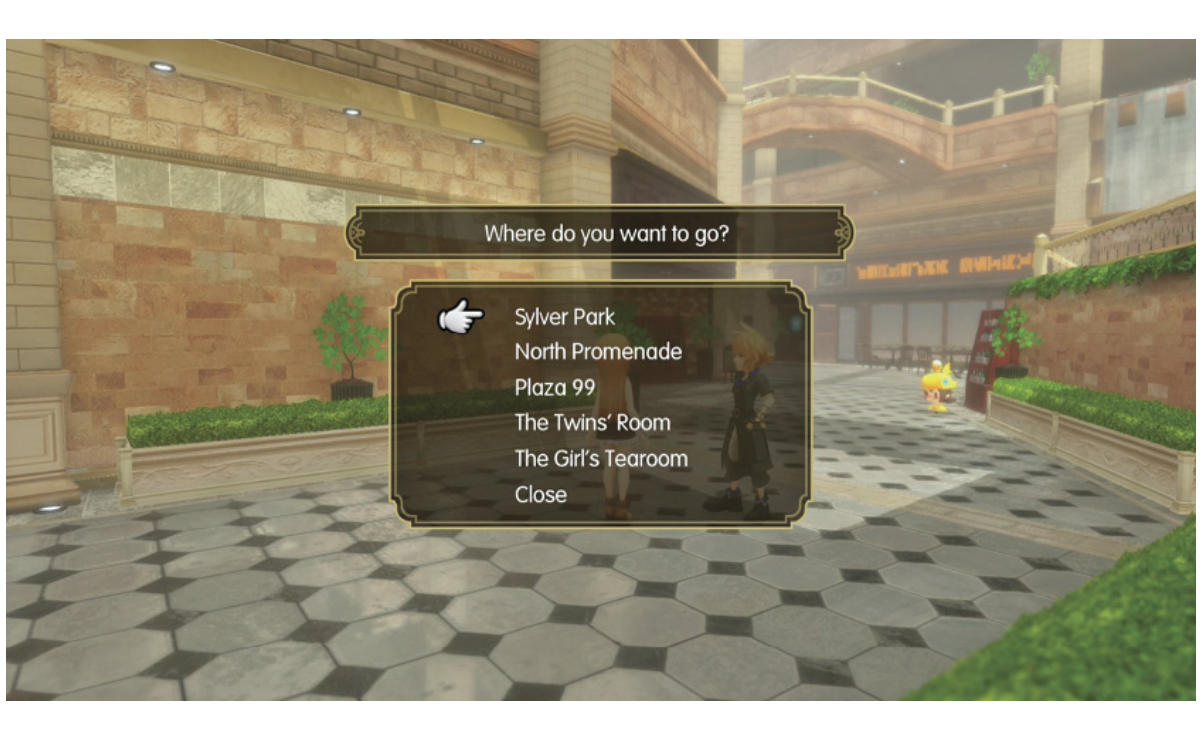
Gates can also be found absolutely everywhere in Grymoire—in dungeons, in towns, and in regions. Any Gate is capable of transporting you back to Nine Wood Hills. The Gate in Nine Wood Hills is capable of transporting you to any place you've explored previously.

The only exceptions are Exit Gates, which are red Gates that can be seen in some dungeons. These only leave dungeons one-way.

FAST-TRAVEL

Shortly into the game, you're given the option to fast-travel to places you're already visited—and in the case of Nine Wood Hills, anywhere currently accessible within that territory except for the Coliseum. Here's how to save yourself a whole bunch of time.

WINDWAYS



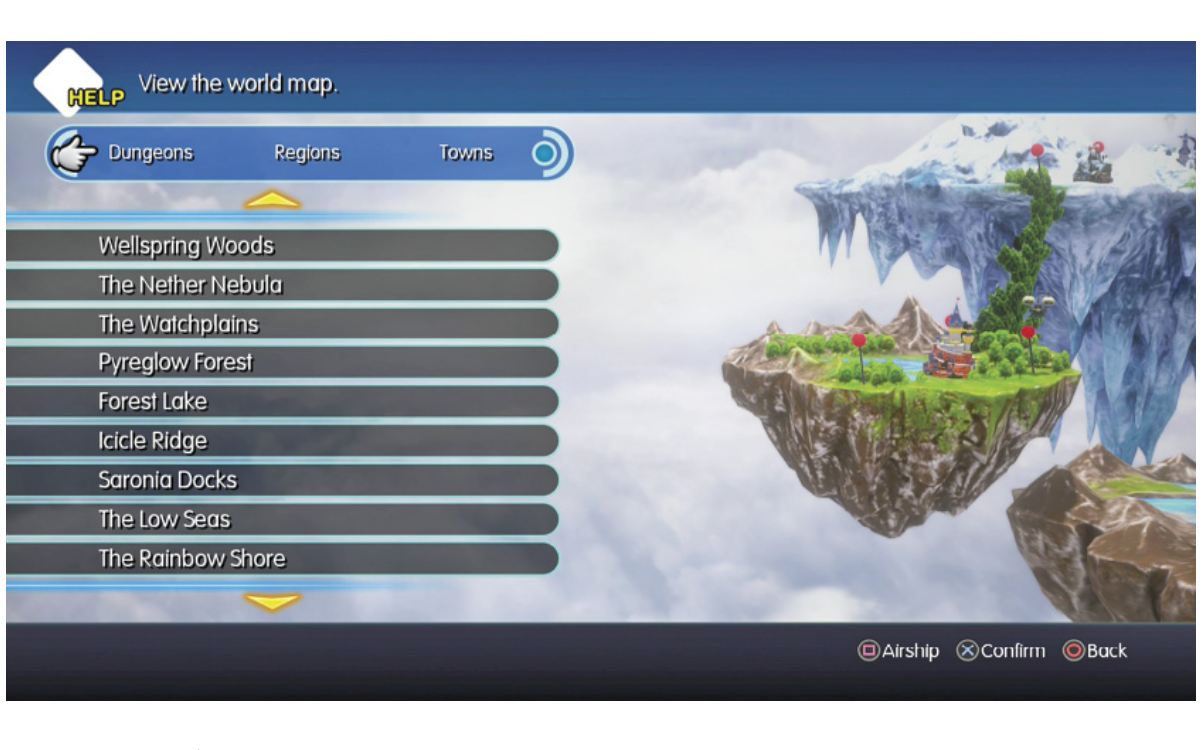
Windways are shown to you early in the main storyline. These are the list of shortcuts accessible by pressing ▢ in Nine Wood Hills. You can use these to go anywhere around Nine Wood Hills in a hurry.

AIRSHIP

Turn
Forward
Ascend/Descend
Back

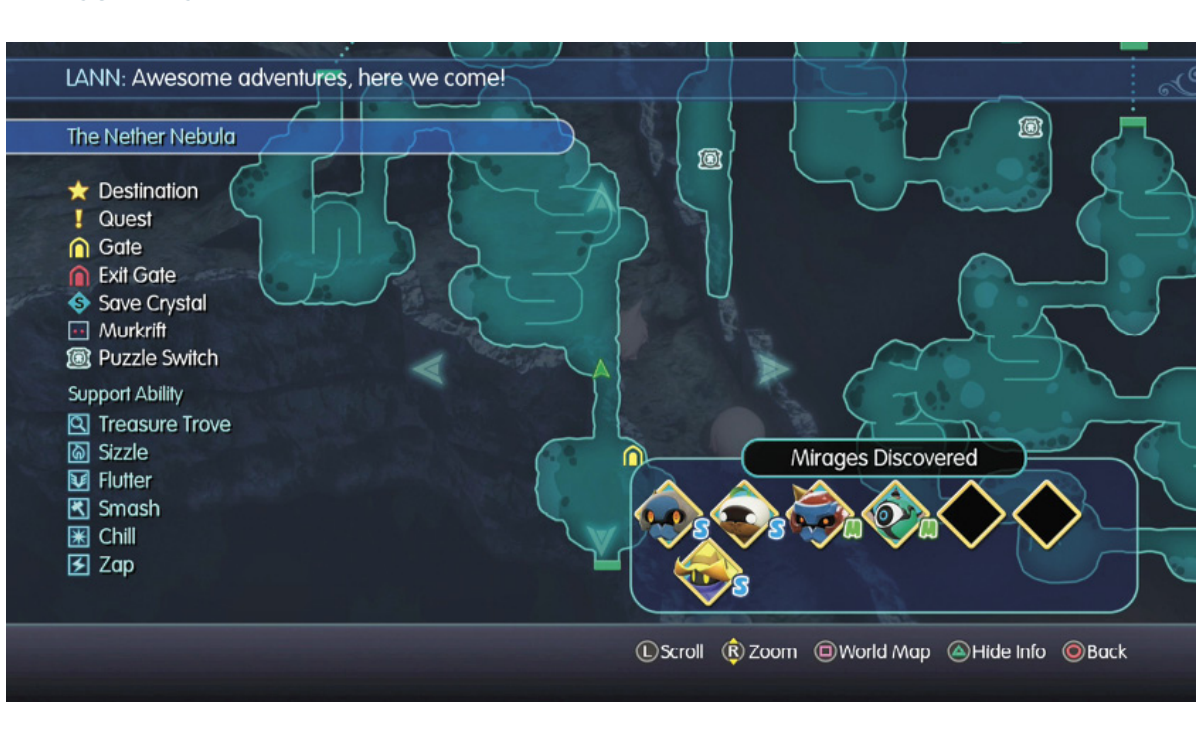
Late in the main storyline, you'll gain access to the airship, which lets you fly around the World Map by pressing ▢ on the location menu screen. This is less of a mode of fast-travel and more of a way of surveying the world and finding secrets, however.

AIRSHIP FAST TRAVEL



Now this is what we're talking about! Once you get the airship, you can access the area map by pressing TOUCHPAD, then press ▢ to bring up the World Map menu. From here you can access Towns, Regions and Dungeons. You can also fast-travel to the Coliseum using this method (it'll be listed in the Town section).

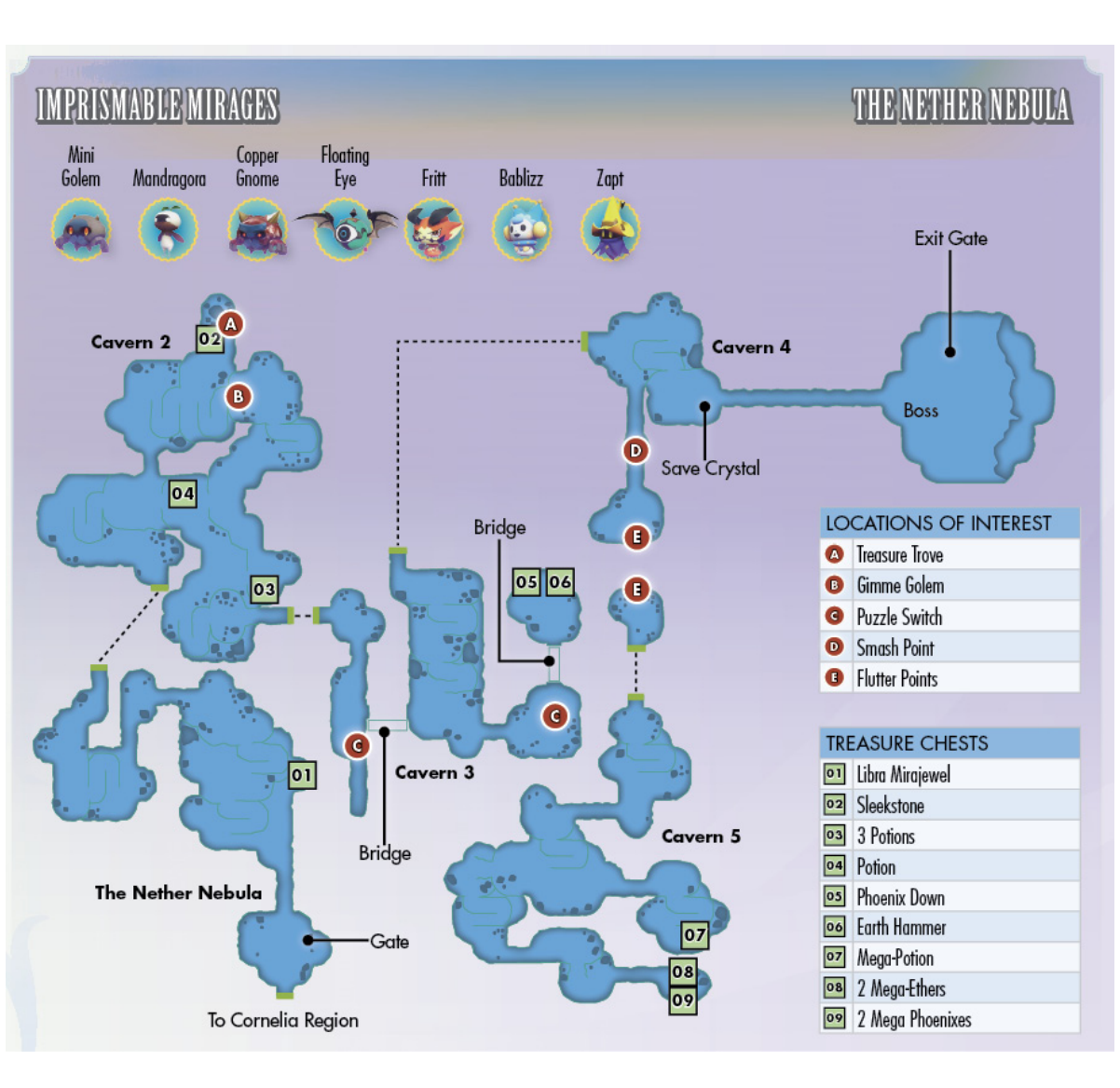
MAP SCREENS



LANN: Awesome adventures, here we come!

As mentioned earlier, during your travels, you can press TOUCHPAD anywhere in the game (be it a dungeon, region, or town) to open up the map screen. Pressing △ while in the map screen will open up an icons legend that points out places and things of note.

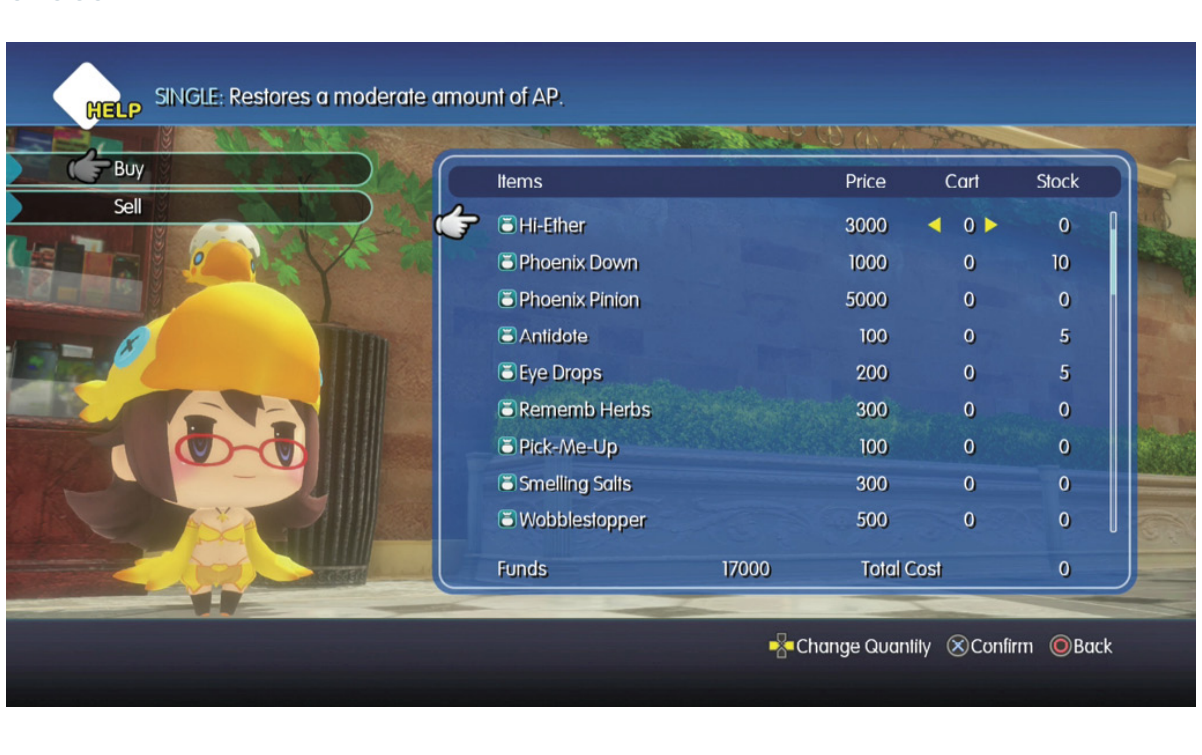
In this guide's walkthrough, the maps are reproduced, and you will be able to use the icons legend to find notable items and locations, just like in the game.



LOCATIONS OF INTEREST	
A	Treasure Trove
B	Gimme Golem
C	Puzzle Switch
D	Smash Point
E	Flutter Points

TREASURE CHESTS	
01	Libra Mirajewel
02	Sleekstone
03	3 Potions
04	Potion
05	Phoenix Down
06	Earth Hammer
07	Mega-Potion
08	2 Mega-Ethers
09	2 Mega Phoenixes

CHOCOLATTE MART

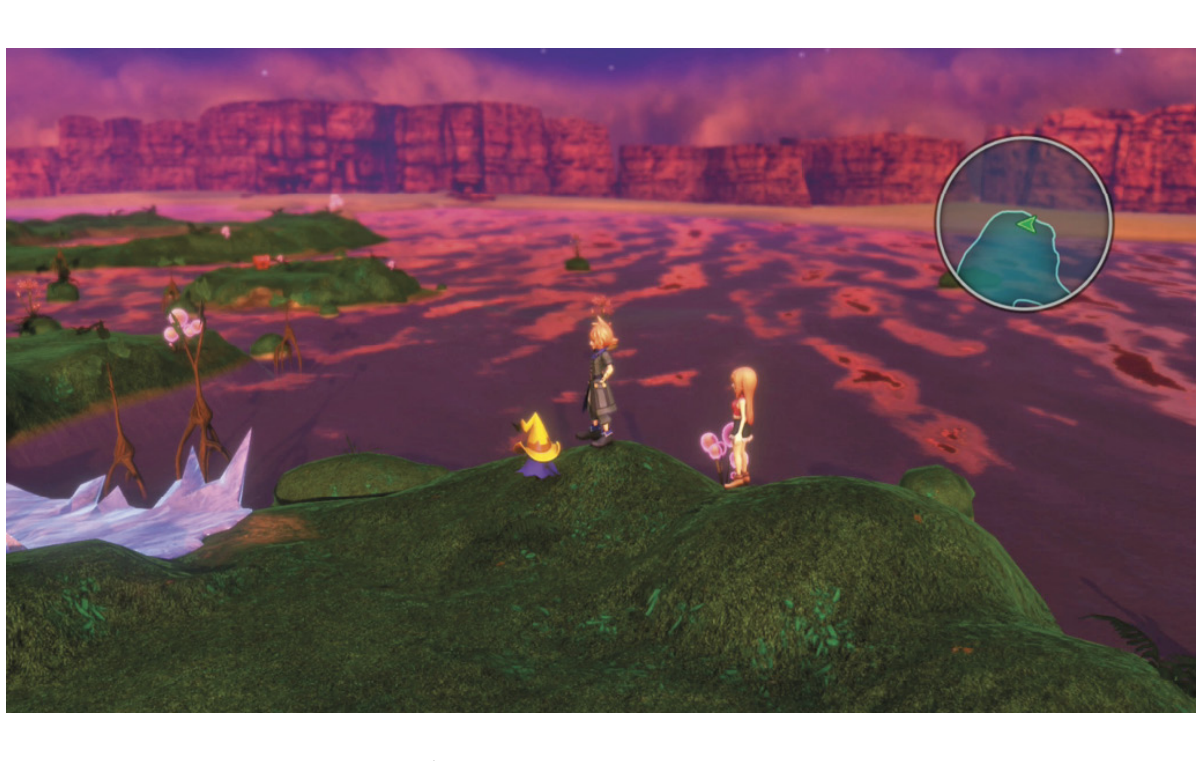


SINGLE: Restores a moderate amount of AP.

Items	Price	Cart	Stock
Hi-Ether	3000	◀ 0 ▶	0
Phoenix Down	1000	0	10
Phoenix Pinion	5000	0	0
Antidote	100	0	5
Eye Drops	200	0	5
Rememb Herbs	300	0	0
Pick-Me-Up	100	0	0
Smelling Salts	300	0	0
Wobblestopper	500	0	0
Funds 17000	Total Cost		0

The Chocolatte Mart can be found in the North Promenade in Nine Wood Hills. Chocolatte will be glad to sell you all of the supplies you need for your adventure, so long as you have enough gil. Her shop updates as you progress through your adventure, so come back often! For a complete listing of what Chocolatte ends up selling, check the Encyclopedia chapter at the end of this guide.

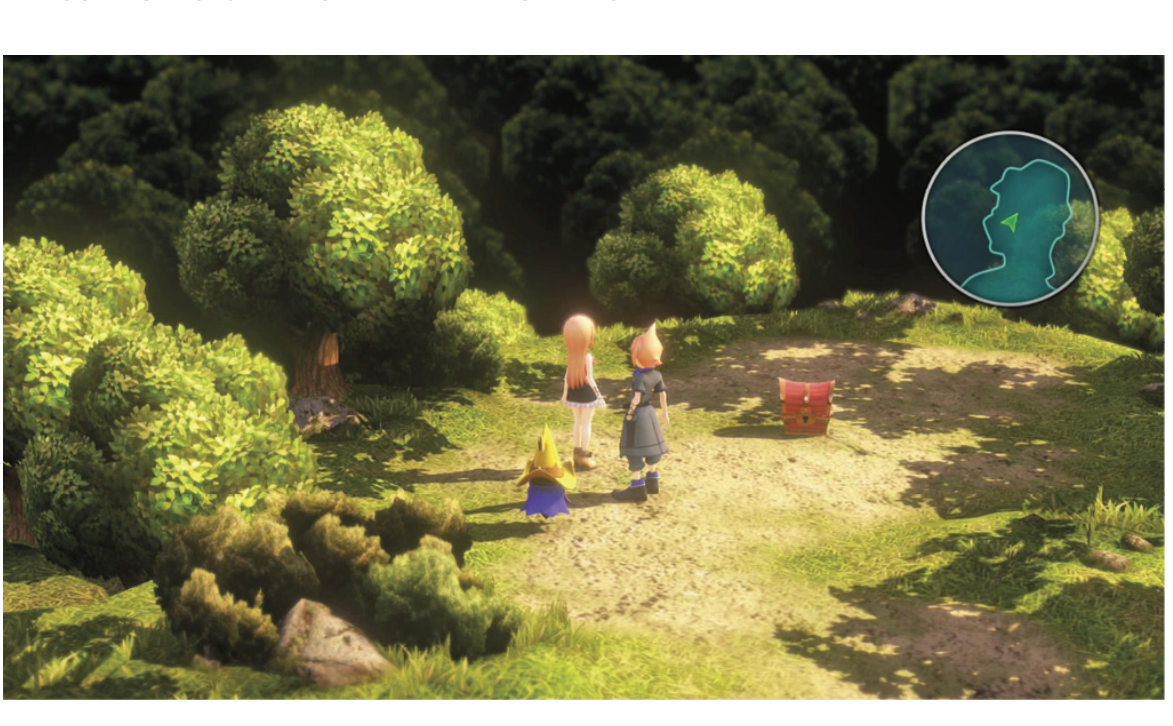
DUNGEON EXPLORATION



Dungeons are the true trials of the game. You'll explore several of these areas to find items and secrets, fight enemies, and battle bosses.

Not all dungeons are spooky and scary—many in Grymoire are sunny and colorful. However, the sunny ones are no less dangerous, as enemies inhabit absolutely all of them!

TREASURE CHESTS AND OTHER INTERACTIBLES



Golem

Gimme gimme...

Interactible objects are all over the place in dungeons. To use one, just walk up to it, press ⊗, and go with its reaction.

The most notable interactibles you'll find in dungeons are treasure chests. Usually, opening a treasure chest will yield a useful item. Sometimes, though, it'll be a mimic Mirage that'll instantly trigger a battle (which is an opportunity in disguise since mimics are imprismable).

Other interactible objects exist, as well, such as buttons, switches, and the notorious Gimme Golem, whose sole job is to sit there blocking your path unless you give it an item that's usually hidden nearby.

SUPPORT ABILITIES

There are seven particular abilities that you should keep track of quite independently of anything else. Six of the seven support abilities are used to help Reynn and Lann circumvent various obstacles on the field (while Joyride simply gets you around faster). Fortunately, Support Abilities are typically the first or second nodes on a Mirage's board, and as such, they can be unlocked within seconds of imprisment.

Icon	Ability Name	Description	Mirages
	Chill	SUPPORT: Cool hot areas or freeze water.	Bablizz, Brrblizz, Quachacho, Mindflayer, Squidraken
	Flutter	SUPPORT: Fly Reynn and Lann a short distance.	Floating Eye, Blood Eye, Moogle, Master Moogle
	Sizzle	SUPPORT: Burn obstacles or light fuses.	Red Captain, Fritt, Weeglee, Black Nakk, Cockatrice, Bomb
	Smash	SUPPORT: Remove obstacles through brute strength.	Mythril Giant, Chrome Giant, Red Dragon, Holy Dragon, Minotaur, Asterius
	Zap	SUPPORT: Activate machinery by charging it with electricity.	Zapt, Joult, Searcher, Security Eye, Death Searcher, Entom Guard

Ability Name	Description	Mirages
Joyride	SUPPORT: Serve as a mode of transportation for Reynn and Lann.	Tamamohimé, Chocobo, Mecha Chocobo, Hyperion, Malboro, Malboro Menace, Fenrir, Elefenrir, Behemoth, Right Claw, Flan, Sharqual, Kyubi, Kuza Beast, Nightsqual, Magitek Armor, Magitek Armor A, Magna Roaders (all three types), Omega, Omega Bane, Mecha Chocobo ★
Stroll	SUPPORT: Walk alongside Reynn and Lann in the field.	Tama, Yurugu, Chocochick, Black Chocochick, Mu, Reaver Mu, Mandragora, Korrigan, Fritt, Weeglee, Bablizz, Brrblizz, Zapt, Joult, White Nakk, Black Nakk, Moogle, Cactuar, Cactrot, Quacho, Quachacho, Baby Tonberry, Baby Paleberry, Bombino, Water Toad, Lucky Toad, Wind Toad, Searcher, Security Eye, Death Searcher, Master Moogle, Master Cactuar

Support Abilities do not typically transfer between Mirages' transfigurations, as you might notice from the above list. This doesn't mean that you can get yourself stuck by transfiguring a necessary Mirage, however; you can always change a Mirage back to its prior forms for free from the Prism Case menu. Remember that the Prism Case menu is accessible through the Seraphone, Gates back to Nine Wood Hills, or Save Crystals, so you're never far from options.

Failing that, if you absolutely must have a specific Support Ability in order to keep going through the dungeon, there's typically at least one Mirage on the local random encounter table that has that ability. Since Support Abilities are always cheap and easily accessed, you can reach and acquire them with the first 3 points you get upon imprisming it.

SECRET AREAS

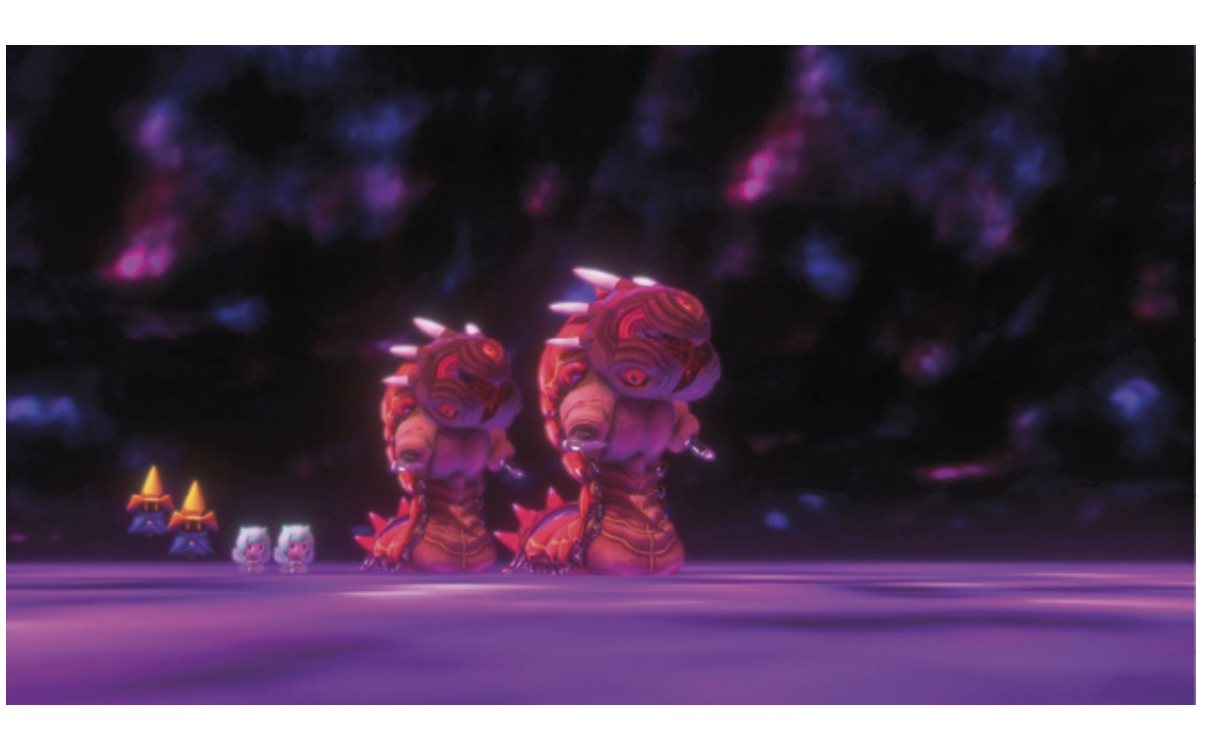
Nearly every dungeon has a secret area accessible by using a combination of the right Support Ability and your wits. It's a good idea to find these because you can score yourself some rare Mirages and/or loot.

All of the maps in this guide's Walkthrough contain locations and how-tos for reaching these hidden places, so take advantage!

MURKRIFTS

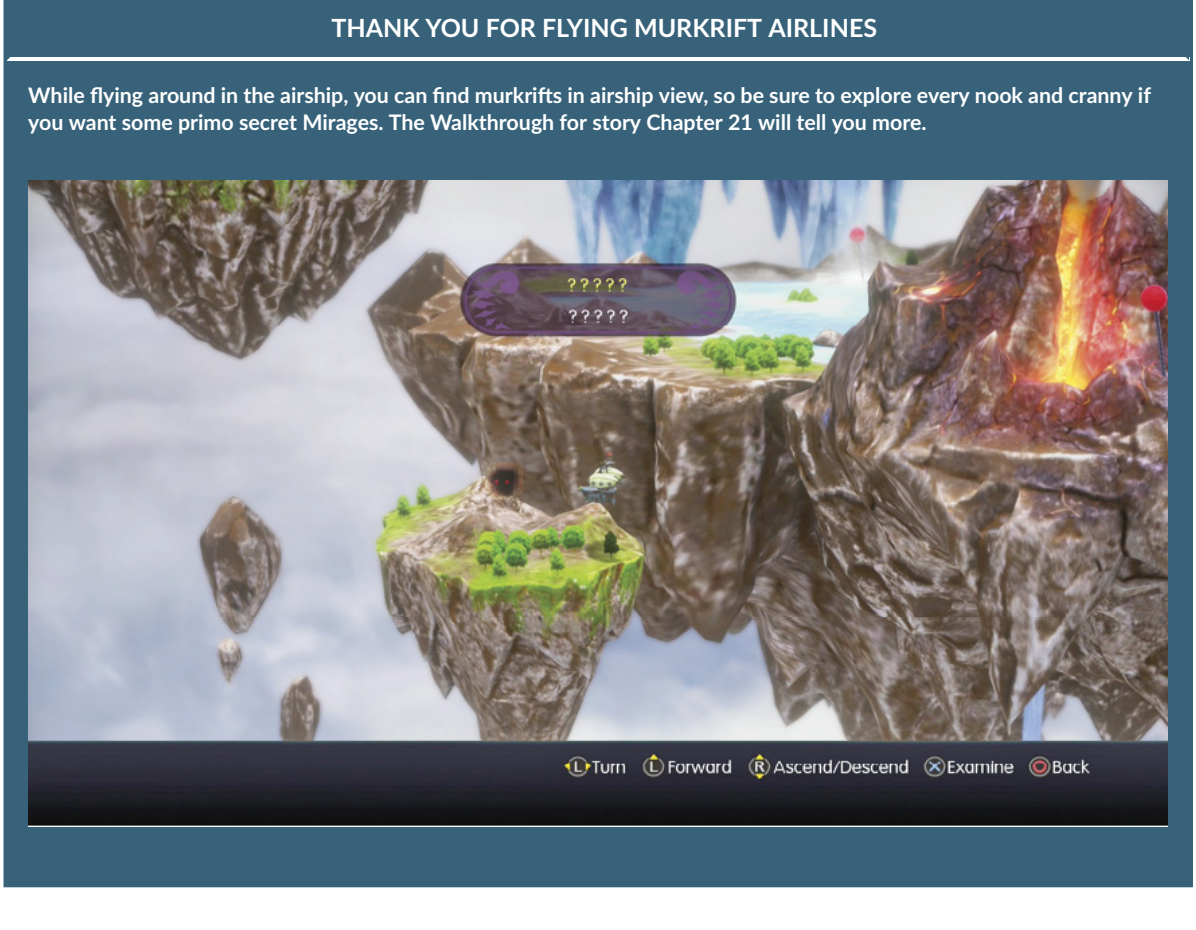
Murkrifts are dark places that can be home to rare and dangerous Mirages. However, great imprisming opportunities can be found here, if you survive the battle within.

If you see a murkrift, you'll have to decide whether or not you're in good enough shape to take on a surprise challenge. If you think you can handle it, press ⊗ to start the fight!



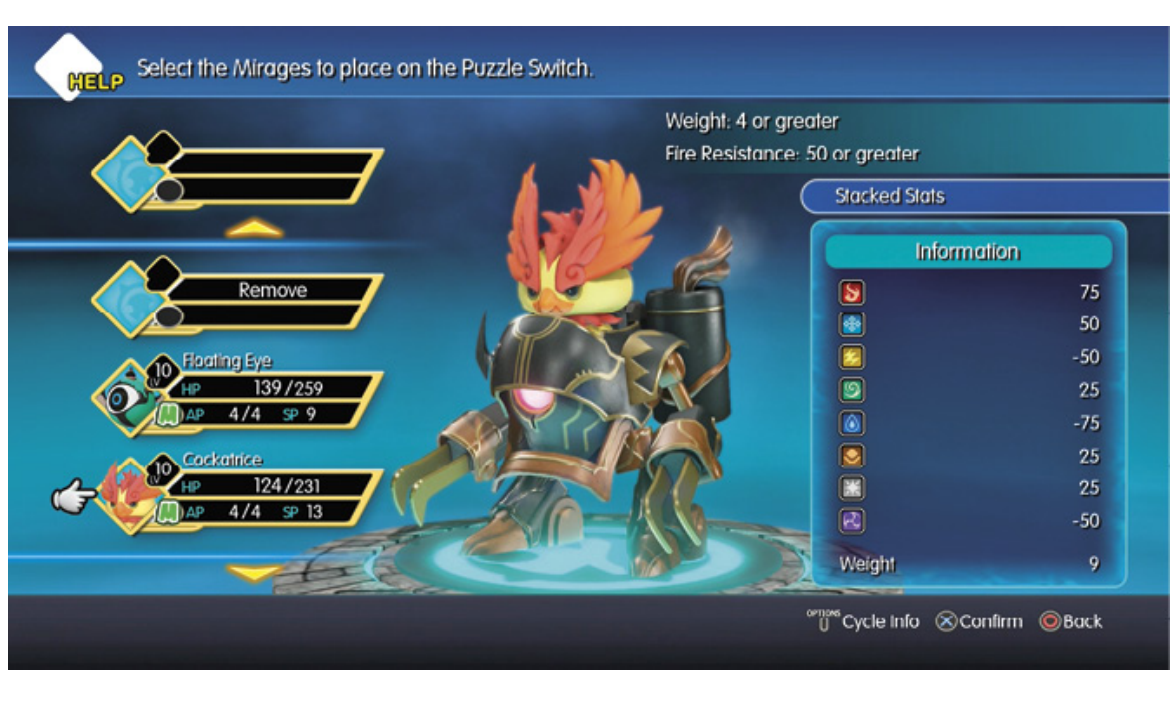
THANK YOU FOR FLYING MURKRIFT AIRLINES

While flying around in the airship, you can find murkrifts in airship view, so be sure to explore every nook and cranny if you want some primo secret Mirages. The Walkthrough for story Chapter 21 will tell you more.



PUZZLE SWITCHES

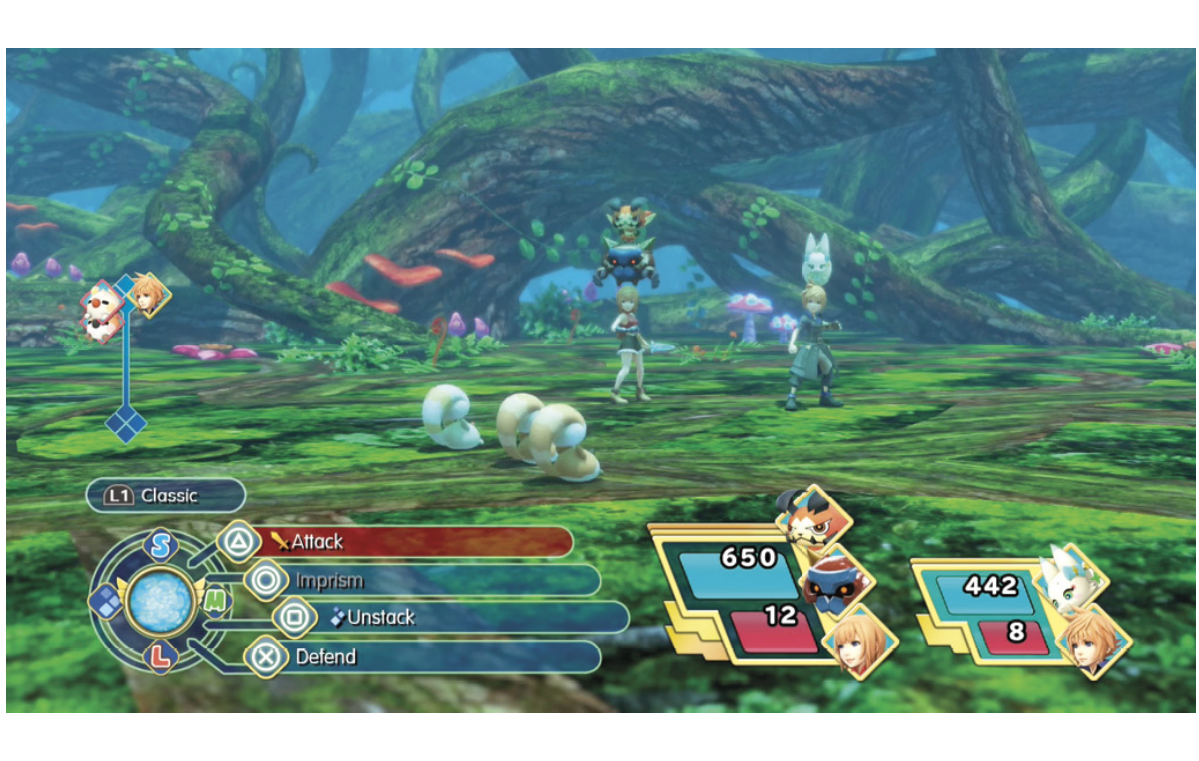
Puzzle switches lie in dungeons, waiting for just the right combination of Mirages to trigger them. You'll need to combine Mirages to achieve certain weights and elemental resistances to solve them. It's a good idea to solve these, as they'll usually lead the way to secret bounties.



Select the Mirages to place on the Puzzle Switch.

Weight: 4 or greater
Fire Resistance: 50 or greater

BATTLES

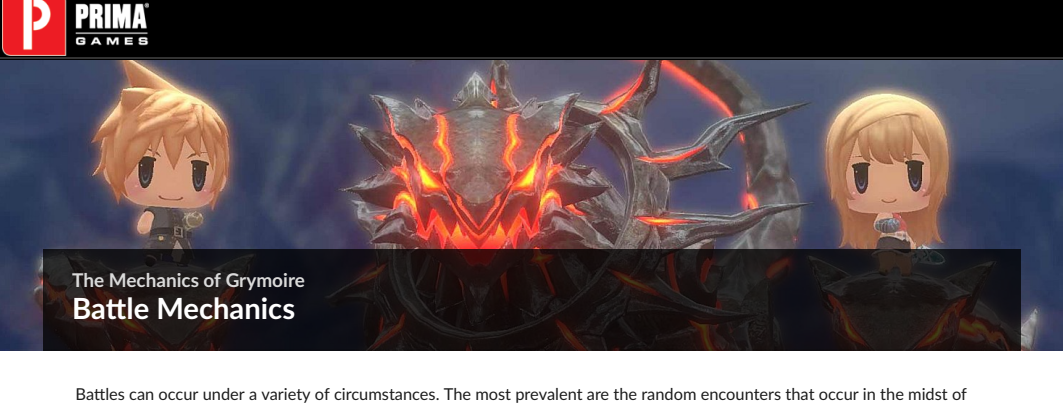


The nitty-gritty, down-and-dirty showdowns of the game! This is where you match your wits and might against the Mirages of Grymoire. If you want to learn all about battles and how to survive them, look no further than the next section of this chapter.

SIDE QUESTS

Accept this quest? (Deliver 1 earth hammer)

Side quests can be made up of any or all of the above phases. What's more, there are three types of them: Town Quests, Intervention Quests, and Coliseum Battles. For everything you could possibly want to know about side quests, visit the Side Quests chapter.



The Mechanics of Grymoire

Battle Mechanics

Battles can occur under a variety of circumstances. The most prevalent are the random encounters that occur in the midst of exploring a dungeon, but boss battles can also be triggered during the story, within murkrifts, during side quests, and in the Coliseum. You never quite know when you'll see that good old combat screen next, so it helps to be prepared ahead of time.

BATTLE MENUS

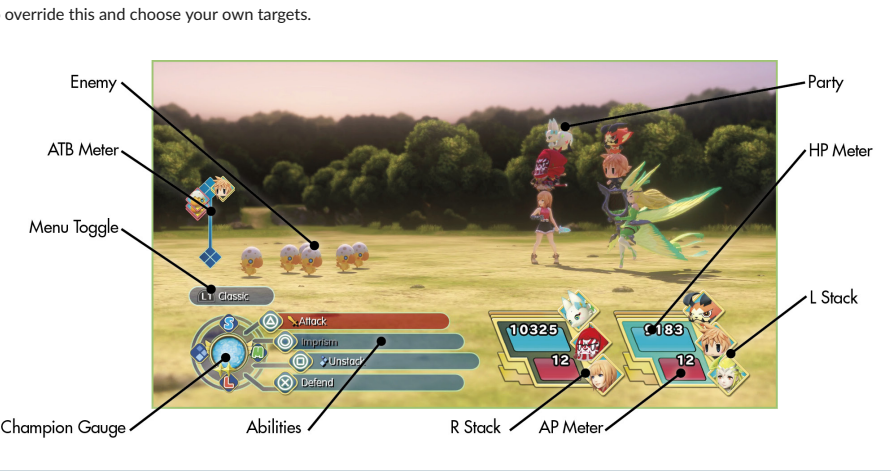
There are two styles of menus you can use for combat, and you can switch between the two by pressing L1 in battle. You can select which menu you use by default in the Config menu.

BASIC

Basic mode is for those who like their fights fast and efficient, and who also usually have a battle plan in place before they even get into a fight.

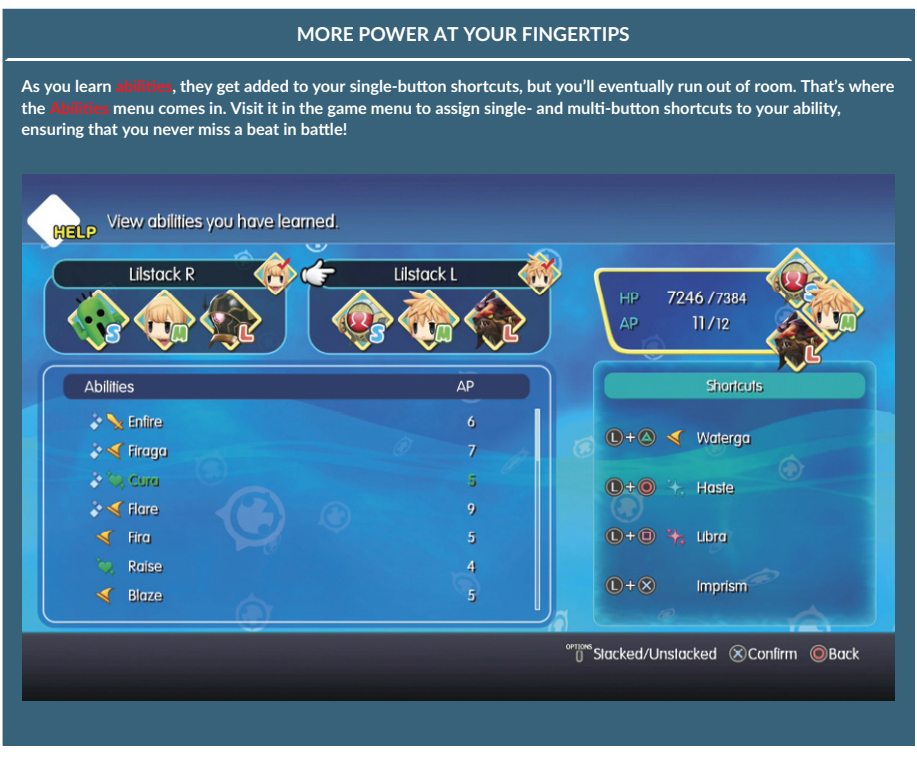
In Basic mode, abilities are mapped to the face buttons and clearly labeled. Just press one of the buttons (or one of the shortcuts you've set in the game menu—see the tip close by) to make use of that ability.

Also, in Basic mode, targets are normally chosen automatically for efficiency. However, you can press left or right on the D-Pad to override this and choose your own targets.



MORE POWER AT YOUR FINGERTIPS

As you learn abilities, they get added to your single-button shortcuts, but you'll eventually run out of room. That's where the Abilities menu comes in. Visit it in the game menu to assign single- and multi-button shortcuts to your ability, ensuring that you never miss a beat in battle!



HELP View abilities you have learned.

Lilstack R | Lilstack L

HP 7246 / 7384
AP 11 / 12

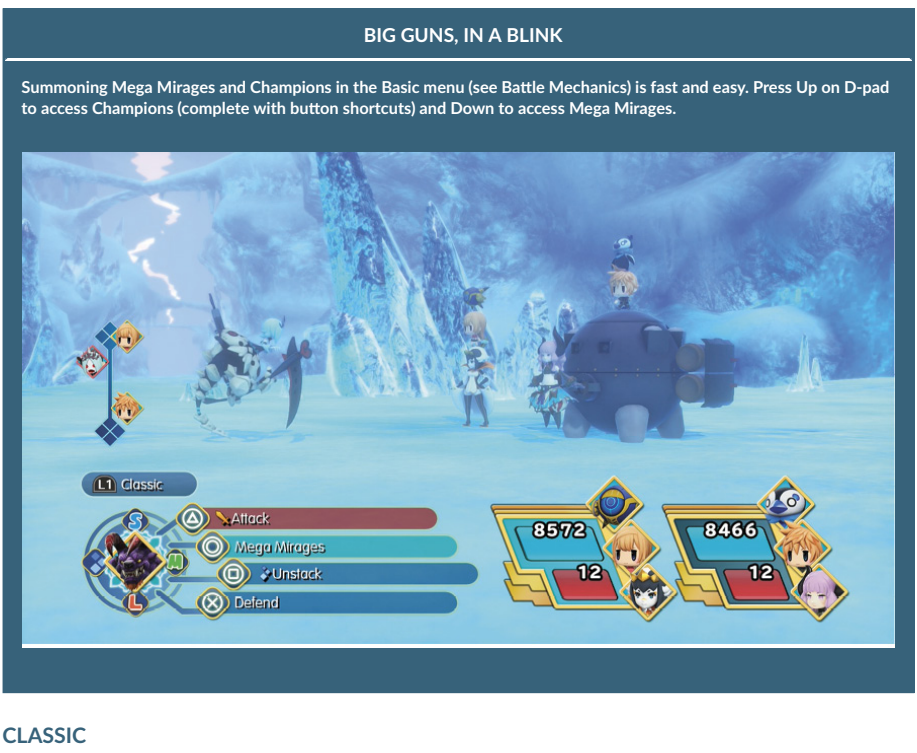
Abilities	AP
Enfire	6
Firaga	7
Cura	5
Flare	9
Fira	5
Raise	4
Blaze	5

Shortcuts
L+△ Waterga
L+○ Haste
L+□ Libra
L+✕ Imprism

Stacked/Unstacked ✕Confirm ○Back

BIG GUNS, IN A BLINK

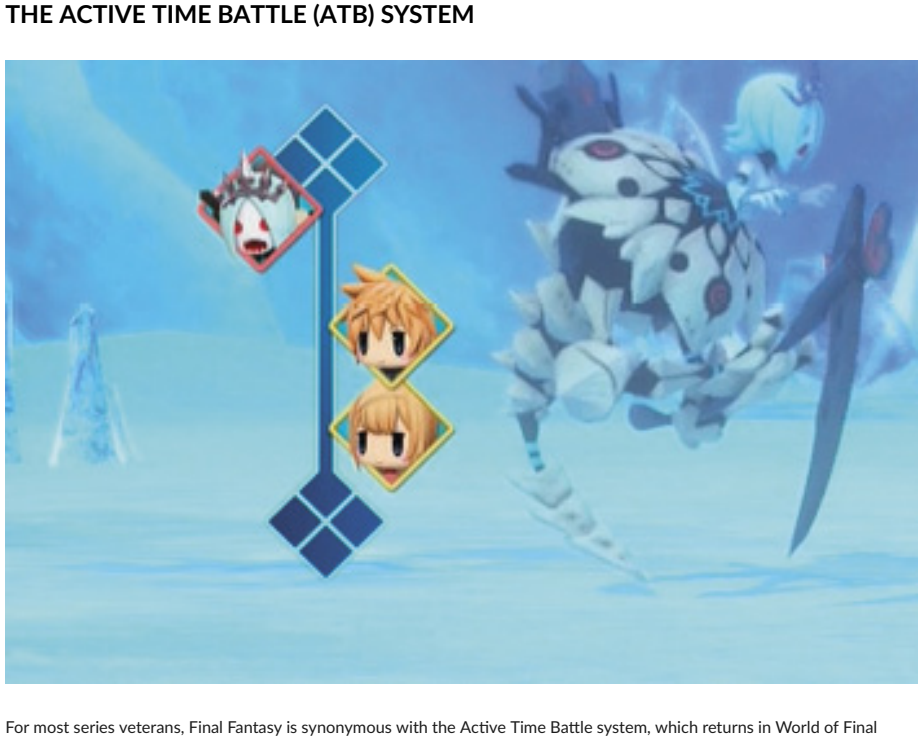
Summoning Mega Mirages and Champions in the Basic menu (see Battle Mechanics) is fast and easy. Press Up on D-pad to access Champions (complete with button shortcuts) and Down to access Mega Mirages.



CLASSIC

For the tacticians in the audience, this one's the full moogle. The Classic battle menu gives you access to all possible actions, at the expense of there being much more to take in. Keep in mind that if you're playing in Active mode, you'll have to think and act faster because the Classic menu has more options to navigate through. You can also choose your targets manually in separate menus that show up when you choose most actions.

THE ACTIVE TIME BATTLE (ATB) SYSTEM



For most series veterans, Final Fantasy is synonymous with the Active Time Battle system, which returns in World of Final Fantasy with fanfare. Characters act when their turns come up, dictated by their Agility stat. The higher that stat, the faster a character is, and the sooner/more frequently they're able to act in battle. You can influence this stat using abilities like Haste and Slow.

BATTLE MODES

You can switch battle modes via the Config menu to suit your playstyle.

ACTIVE

In Active mode, all characters take turns without hesitation. This means that while you're thinking of a turn, the enemy can still attack, as many times as their speed allows. Use this mode if you like a blend of speed and challenge. You'll have to think fast. If you can combine Active mode with use of the Basic battle system, you'll have an edge in defeating enemies with the least interruption to battle flow.

SEMI-ACTIVE

Semi-Active lets you switch your approach depending on which battle menu you're using, allowing for versatility. If you have the Classic menu open, enemies will wait for you to take a turn before attacking, one at a time. If you have the Basic menu open, enemies will attack without waiting, just like in Active mode.

WAIT

When any of your party members' turns come up, time stops until you take action, period. Use that time to decide exactly the right action to take.

Wait mode is for those who like to think out every turn, and thus, it's best combined with the Classic battle menu.

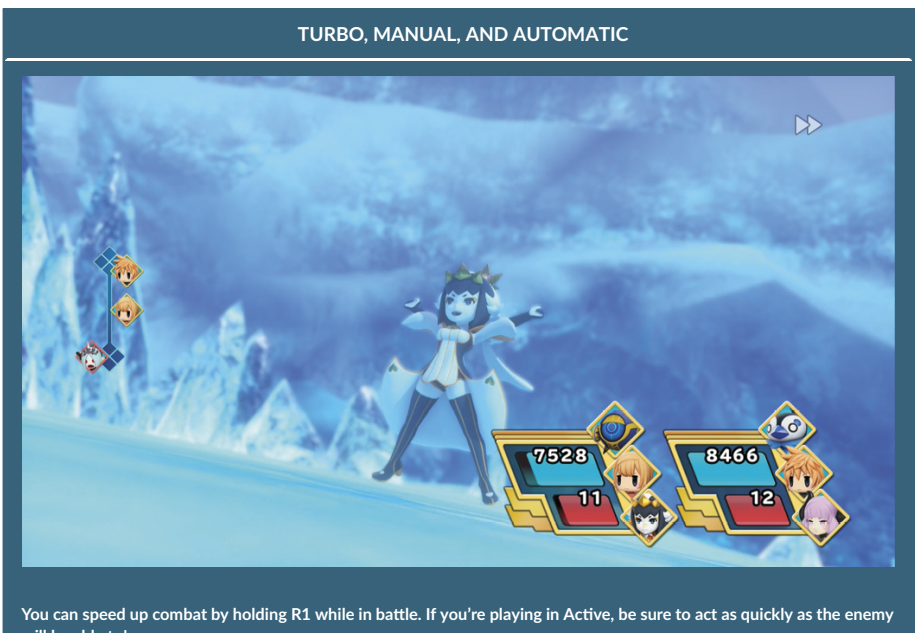
ACTION POINTS

Several abilities (mostly magic spells) cost AP to use. As a rule of thumb, the more powerful the action or ability, the more AP it will cost. In battle, your AP meter is located just below your HP meter.

You can refill AP by:

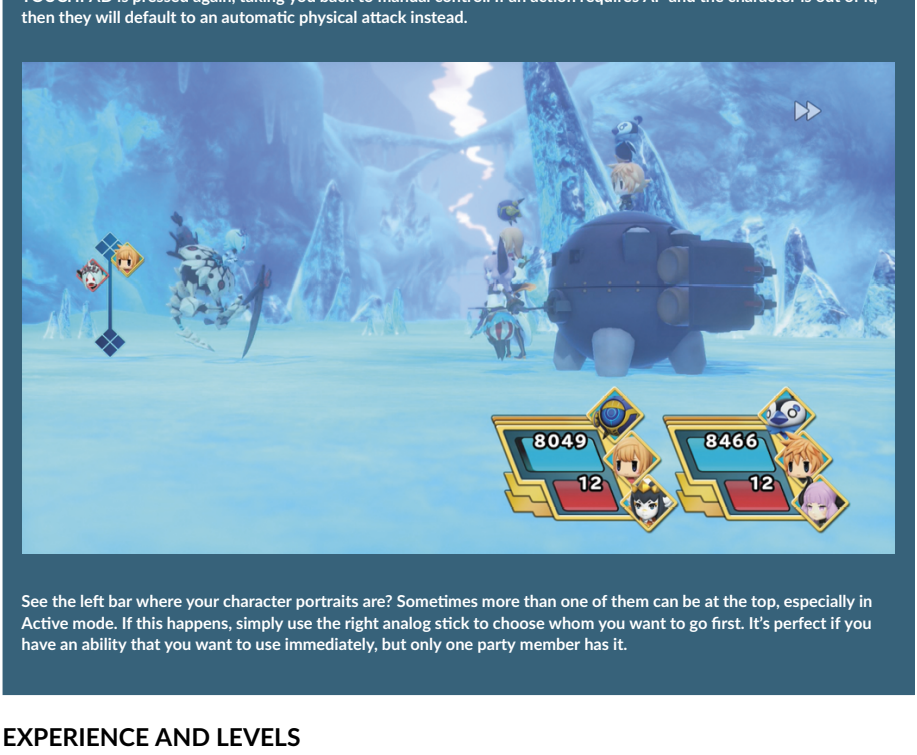
- Taking new turns (you recover some AP each time a party member's turn comes up).
- Exploiting enemy weaknesses. Hitting an enemy with an elemental weakness will result in the word "Weak" showing across the enemy. The party member then gains AP while also dealing extra damage to the enemy.
- Using AP replenishment items like ethers.
- Using certain AP replenishment abilities like Charge.
- Using an ability/skill that converts elemental damage received to AP.

TURBO, MANUAL, AND AUTOMATIC



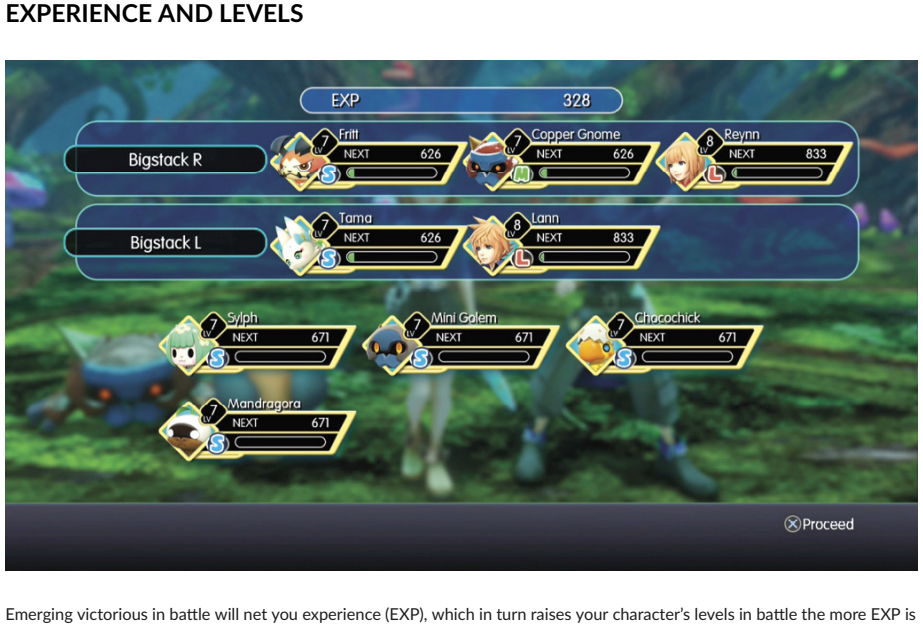
You can speed up combat by holding R1 while in battle. If you're playing in Active, be sure to act as quickly as the enemy will be able to!

Another way to make the proceedings fly like the wind is to press TOUCHPAD while in battle, which activates Auto-Battle mode. Lann and Reynn will repeat their last selected actions until the enemy is defeated, they are defeated, or TOUCHPAD is pressed again, taking you back to manual control. If an action requires AP and the character is out of it, then they will default to an automatic physical attack instead.



See the left bar where your character portraits are? Sometimes more than one of them can be at the top, especially in Active mode. If this happens, simply use the right analog stick to choose whom you want to go first. It's perfect if you have an ability that you want to use immediately, but only one party member has it.

EXPERIENCE AND LEVELS



EXP 328

Bigstack R: Fritt NEXT 626; Copper Gnome NEXT 626; Reynn NEXT 833

Bigstack L: Tama NEXT 626; Lann NEXT 833

Sylph NEXT 671; Mini Golem NEXT 671; Chocochick NEXT 671; Mandragora NEXT 671

✕Proceed

Emerging victorious in battle will net you experience (EXP), which in turn raises your character's levels in battle the more EXP is accumulated. The more levels you and your Mirages rise, the higher your stats become, and the closer you come to acquiring new abilities.

You can check how much EXP is required to reach the next level in the game menu, or look on each victory screen directly after a battle. Mirages in your battle party receive all experience gained from battles evenly split between them. Mirages that are accompanying you but didn't fight still receive 8% of said experience.

ELEMENTS AND STATUSES

ELEMENTS

Several elements are at your disposal through items and abilities. These figure heavily into effective combat, as enemies are invariably weak to some elements and strong against others.

The eight elements are:

	Fire
	Ice
	Thunder
	Wind
	Water
	Earth
	Light
	Dark

NULLIFICATION AND ABSORPTION

If your or a Mirage's resistance to an element is high enough, then you or the Mirage become able to nullify the damage from attacks of said element or absorb it altogether, converting it to HP. This is where stacking multiple Mirages of the same element proves to be useful.

STATUS AILMENTS

Status ailments are negative conditions inflicted upon either the party members or the enemy during battle.

There are many items that can reverse the effects of these—check the Items section of the Encyclopedia to see which ones.

POISON

Character's HP decreases with each turn taken.

CONFUSION

Character loses control of their actions. When they attack, they may hit the enemy, party members, or even themselves randomly.

SLEEP

Character falls asleep and is unable to take action until this is reversed. This can be done using an item or magic spell that wakes them up...or by simply attacking the sleeping character.

BLINDNESS

Character becomes blind, and their accuracy for physical attacks drops sharply, making it hard for them to hit the enemy with them. Magic attacks are unaffected.

OBLIVION

Character becomes unable to use any abilities, including Imprism!

BERSERK

Character becomes unable to do anything but automatically attack, over and over.

SLOW

Character's speed is decreased, making them unable to take as many turns over a period of time.

DEATH

Character gets a 30-second countdown clock over their heads. Once it reaches 0, the character is instantly KO'd!

STATUS CHANGES

Status changes can be positive or negative, and they are usually triggered by abilities, as well.

STUN

Character is stunned and unable to take action.

PROTECT

Character takes less damage from physical attacks while the effect is active.

SHELL

Character takes less damage from magical attacks while the effect is active.

REFLECT

While the effect is active, any magical attack the character receives will be redirected back at its caster.

REGEN

The opposite of Poison. Character's HP increases with each turn taken.

HASTE

The opposite of Slow. Character's speed is increased, allowing them to take their turns faster over a period of time.

BRAVERY

Character's physical strength is heightened.

FAITH

Character's magic damage potential is heightened.

KO

Character is knocked out and unable to take action of any sort until revived with an item such as phoenix down, or a magic spell such as Raise.

STAT MODIFICATIONS

These conditions affect your statistics directly.

STRENGTH↑/STRENGTH↓

Physical attacks will deal more or less damage, respectively.

DEFENSE↑/DEFENSE↓

Damage received from physical attacks overall will decrease or increase, respectively.

MAGIC↑/MAGIC↓

Magic attacks will deal more or less damage, respectively.

MAGIC DEFENSE↑/MAGIC DEFENSE↓

Damage received from magic will decrease or increase, respectively.

ACCURACY↑/ACCURACY↓

The probability of landing your attacks is increased or decreased.

EVASION↑/EVASION↓

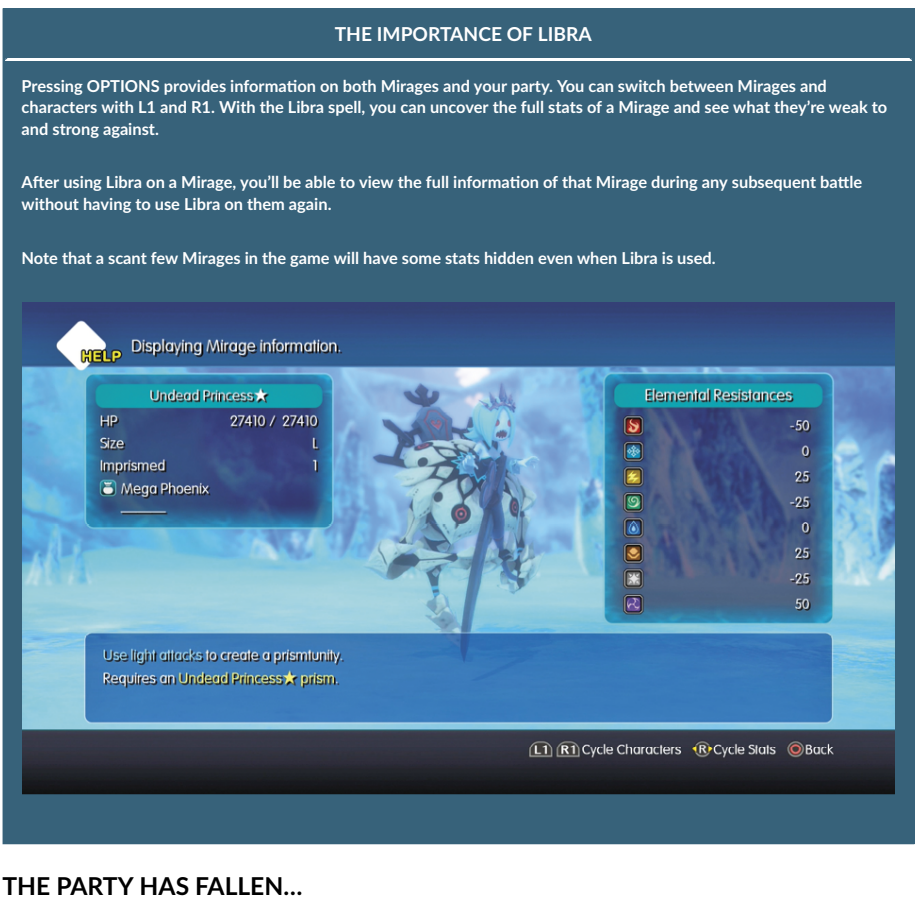
The probability of avoiding an attack is increased or decreased.

THE IMPORTANCE OF LIBRA

Pressing OPTIONS provides information on both Mirages and your party. You can switch between Mirages and characters with L1 and R1. With the Libra spell, you can uncover the full stats of a Mirage and see what they're weak to and strong against.

After using Libra on a Mirage, you'll be able to view the full information of that Mirage during any subsequent battle without having to use Libra on them again.

Note that a scant few Mirages in the game will have some stats hidden even when Libra is used.



HELP Displaying Mirage information

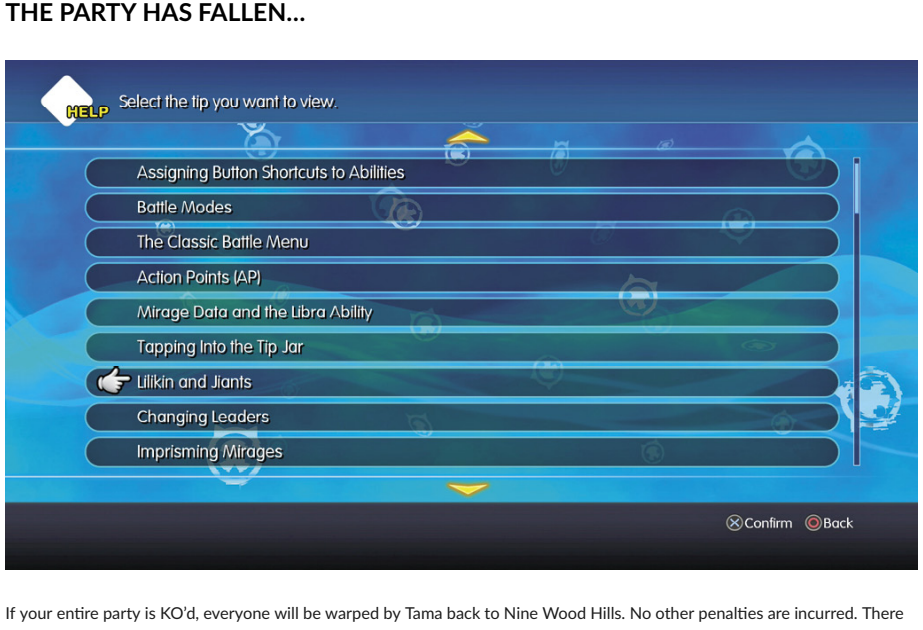
Undead Princess★
HP 27410 / 27410
Size L
Imprismed 1
Mega Phoenix

Elemental Resistances: -50, 0, 25, -25, 0, 25, -25, 50

Use light attacks to create a prismtunity.
Requires an Undead Princess★ prism.

L1 R1 Cycle Characters R Cycle Stats ○Back

THE PARTY HAS FALLEN...



HELP Select the tip you want to view.

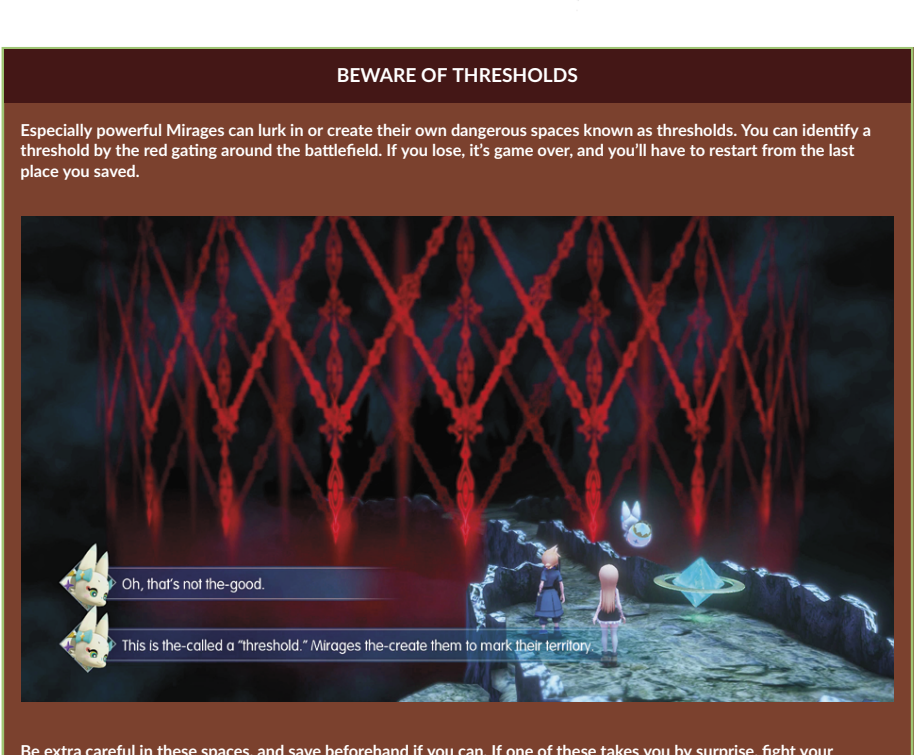
- Assigning Button Shortcuts to Abilities
- Battle Modes
- The Classic Battle Menu
- Action Points (AP)
- Mirage Data and the Libra Ability
- Tapping Into the Tip Jar
- Lilikin and Jiants
- Changing Leaders
- Imprisming Mirages

✕Confirm ○Back

If your entire party is KO'd, everyone will be warped by Tama back to Nine Wood Hills. No other penalties are incurred. There is, however, one exception...

BEWARE OF THRESHOLDS

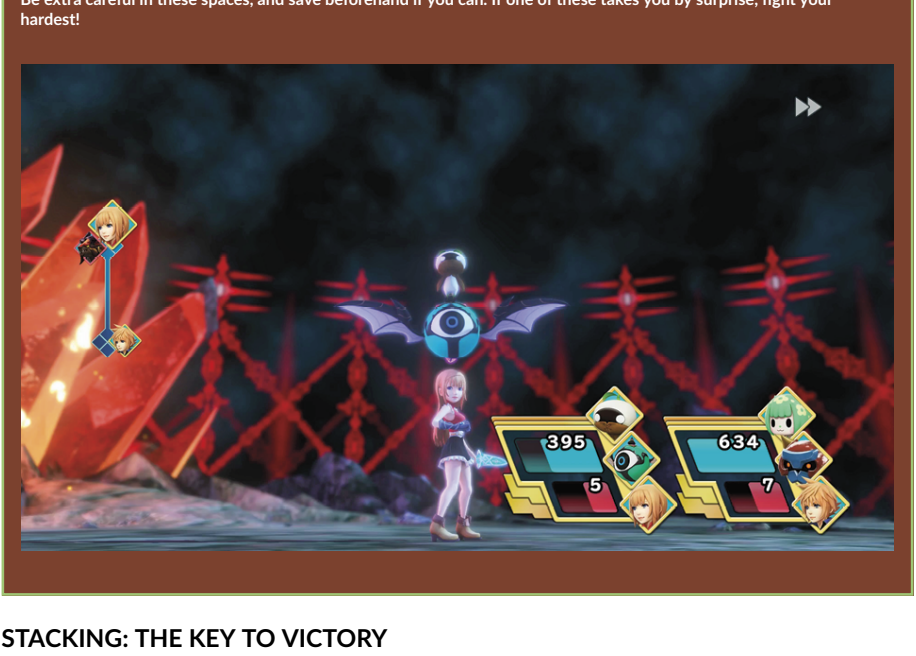
Especially powerful Mirages can lurk in or create their own dangerous spaces known as thresholds. You can identify a threshold by the red gating around the battlefield. If you lose, it's game over, and you'll have to restart from the last place you saved.



Oh, that's not the-good.

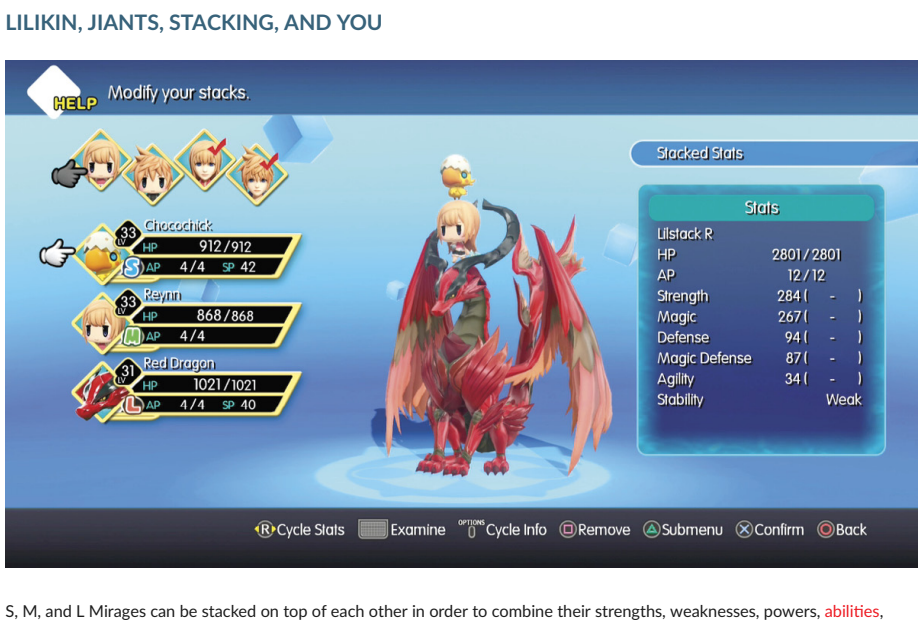
This is the-called a "threshold." Mirages the-create them to mark their territory.

Be extra careful in these spaces, and save beforehand if you can. If one of these takes you by surprise, fight your hardest!



STACKING: THE KEY TO VICTORY

LILIKIN, JIANTS, STACKING, AND YOU



HELP Modify your stacks.

Chocochick HP 912 / 912 AP 4 / 4 SP 42
Reynn HP 868 / 868 AP 4 / 4
Red Dragon HP 1021 / 1021 AP 4 / 4 SP 40

Stacked Stats — Lilstack R: HP 2801 / 2801; AP 12 / 12; Strength 284; Magic 267; Defense 94; Magic Defense 87; Agility 34; Stability Weak

R Cycle Stats Examine Cycle Info ○Remove △Submenu ✕Confirm ○Back

S, M, and L Mirages can be stacked on top of each other in order to combine their strengths, weaknesses, powers, abilities, defense, and damage potential. The first simple and easy rule is that smaller Mirages stack on top of larger ones. The second simple and easy rule is that you can only stack three Mirages at a time.

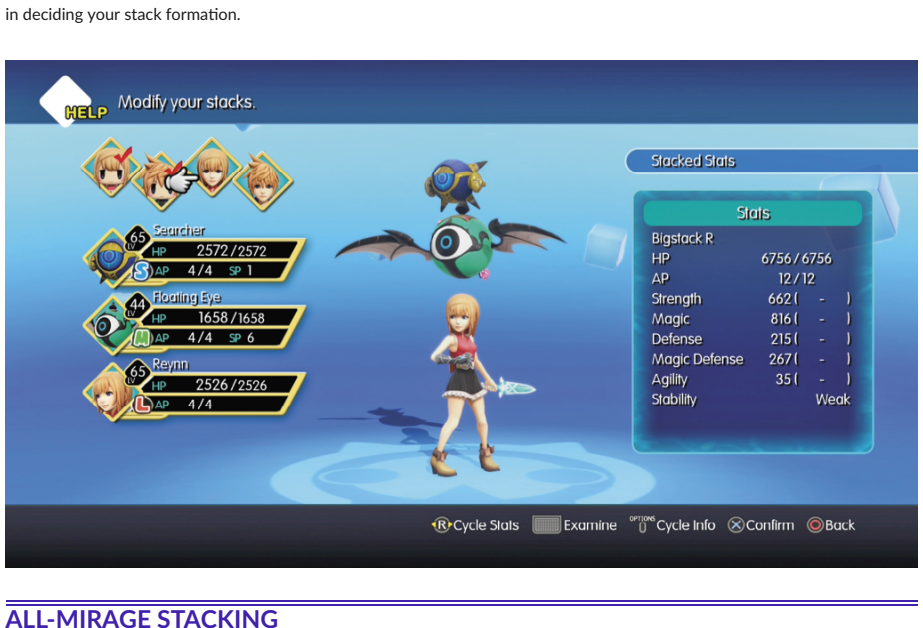
Up until the postgame, Reynn or Lann will always be one of the members in a stack, meaning that you can stack two other Mirages along with them. Let's look into what this means.

When exploring, Reynn and Lann can switch between Lilikin and Jiant forms outside of battle (with L1 + ○ for Reynn and L1 + □ for Lann). This is important because whichever form they're in once a random encounter starts depends on which stack they take into battle.

To prepare for this inevitability, you can set up your stacks in the Stack Setup screen. As mentioned above, stacks can be three members high, with smaller Mirages going on top of larger Mirages.

When Reynn or Lann are in Lilikin form, their size is M. As Jiants, they're L-sized. This affects which Mirages they can stack with.

Now that you know how stacking works, what can you do with it? Keep reading to find out some more info that can help you in deciding your stack formation.



HELP Modify your stacks.

Searcher HP 2572 / 2572 AP 4 / 4 SP 1
Floating Eye HP 1658 / 1658 AP 4 / 4 SP 6
Reynn HP 2526 / 2526 AP 4 / 4

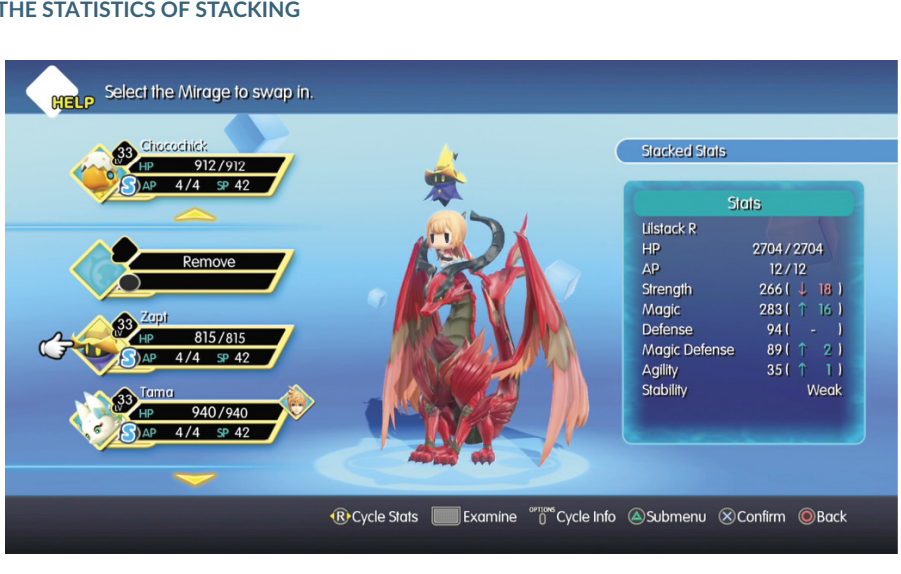
Stacked Stats — Bigstack R: HP 6756 / 6756; AP 12 / 12; Strength 662; Magic 816; Defense 215; Magic Defense 267; Agility 35; Stability Weak

R Cycle Stats Examine Cycle Info ✕Confirm ○Back

ALL-MIRAGE STACKING

Once you reach the post-game, you'll be told that you have the opportunity to remove Lann and/or Reynn from your stacks. This opens up the opportunity for even more power through Mirage combinations. Go all out and see what you can come up with now that you have three full-fledged Mirages per stack at your disposal.

THE STATISTICS OF STACKING

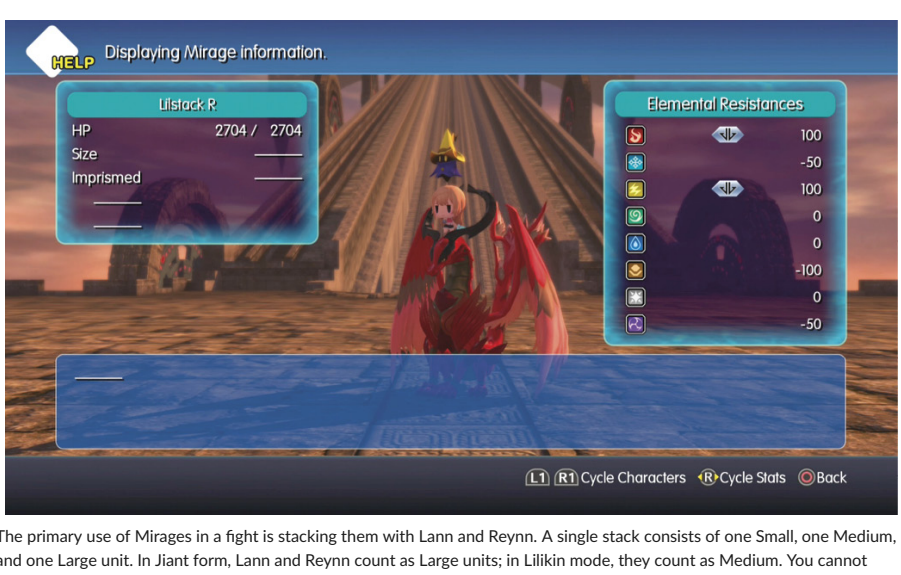


HELP Select the Mirage to swap in.

Chocochick HP 912 / 912 AP 4 / 4 SP 42
Remove
Lann HP 815 / 815 AP 4 / 4 SP 42
Tama HP 940 / 940 AP 4 / 4 SP 42

Stacked Stats — Lilstack R: HP 2704 / 2704; AP 12 / 12; Strength 266 (↓18); Magic 283 (↑16); Defense 94; Magic Defense 89 (↑2); Agility 35 (↑1); Stability Weak

R Cycle Stats Examine Cycle Info △Submenu ✕Confirm ○Back



HELP Displaying Mirage information

Lilstack R
HP 2704 / 2704
Size
Imprismed

Elemental Resistances: 100, -50, 100, 0, 0, -100, 0, -50

L1 R1 Cycle Characters R Cycle Stats ○Back

The primary use of Mirages in a fight is stacking them with Lann and Reynn. A single stack consists of one Small, one Medium, and one Large unit. In Jiant form, Lann and Reynn count as Large units; in Lilikin mode, they count as Medium. You cannot create a stack without either Lann or Reynn in it (until you reach the postgame).

A stack is a single unit with the merged basic statistics of all participants therein. The stack enjoys the sum total of its members' HP, AP, attributes, and resistances, both positive and negative. All damage dealt to the stack in combat is done roughly equally to all of its participants, and no participant in a stack can be knocked out unless the entire stack takes enough damage to KO it.

The good news is that a full stack is tougher and more effective than any single participant is on its own. The bad news is that it's surprisingly easy to put together a stack that has glaring weaknesses, particularly if you're trying for certain specific combinations. You may have a world-beating combo going, only to discover to your surprise that it folds like a lawn chair to certain elemental attacks. It's always a good idea to glance at your new stack's stats before you take it into the field, just to make sure you haven't (for example) inadvertently created the single most flammable thing to ever exist. It's easier to do than you might think.

All effects that target a single unit will affect all participants in a stack equally after it falls or you unstack. For example, if you cast Haste on a stack and then unstack it, all three participants in the stack will still be Hasted as if you'd cast it on them individually. By the same token, if you debuff an enemy stack and then topple it, the participants will all still suffer from the debuff at its full duration.

The downside to stacking is that it renders you vulnerable to attacks and effects that induce instability. Most physical abilities in the game have a certain amount of Topple Strength, ranging from Low to Very High. If you're hit by too many of these attacks in a row, your stack may begin to wobble dangerously. Another hit or two like that will knock it over, forcibly unstacking its participants and stunning them all for a turn. This is a mild concern because for most of the game, any attack powerful enough to knock over your stack faster than you can react is also probably powerful enough to KO the stack outright.

A more important reason to know how the stability mechanics work is so you can forcibly unstack your opponents. Random encounters can start showing up as stacks as early as the Saronia Docks, if not sooner, and many boss battles (such as in Forest Lake) have stacking mechanics. If you know your own capabilities and can unstack them, it inflicts a stun and makes all of the stack's participants much more vulnerable.

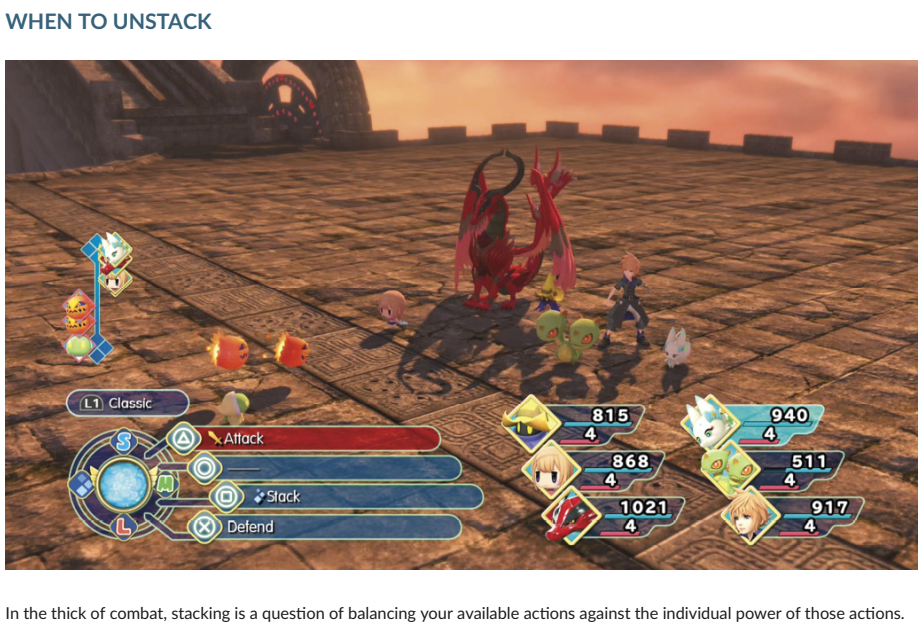
WHEN TO STACK

As a rule, a stack of two Mirages and Lann or Reynn is significantly more powerful and durable than any single participant in the stack would be by itself. Even very early in the game, a full stack of two Mirages and a Keeper will have a big stat advantage over any individual non-boss Mirage you face.

You also start every combat encounter in World of Final Fantasy as a stack, regardless of whatever else you'd like to be doing. Any Mirages you intend to use in a fight will have to be in a stack with one of your Mirage Keepers before you start, or they'll spend that fight on the bench.

In other words, the primary reason to stack is because it makes everything you do at least a little better. You hit harder, you heal for more, and you're significantly more durable. There's almost no reason not to do it.

WHEN TO UNSTACK



In the thick of combat, stacking is a question of balancing your available actions against the individual power of those actions. You can take up to six actions in a given round if you unstack, but each of those actions will be calculated according to the Mirage or Keeper's individual stats and abilities. There are several Mirages that can actually be more effective in one way or another if they're on their own, thanks to passive abilities like Unstacked Guard, but they'll still be working off of a lower stat pool.

This obviously doesn't apply to the use of items. In fact, one handy tip involves the use of combat items like fish scales or lightning marbles. Since an item's strength has nothing to do with its user's statistics, it's equally powerful whether a stacked or unstacked character uses it. Against certain targets, such as bosses with an elemental vulnerability, it may be well worth your while to unstack, then have each participant hit your target with six items in a row. This can be expensive, but it's a handy tip if you get into a tight spot or need to inflict a lot of damage in a hurry.

It's also useful to unstack preemptively if your stack is about to topple on its own from incoming damage. There are several ways to stop your stack from teetering, such as using the Defend command to stabilize it briefly, items like wobblestoppers, or abilities like Balance, but unstacking has the benefit of being free and not costing you a turn. You can immediately re-stack on any of the participants' next action, which restores your stack to full stability.

Finally, if you're hunting particular Mirages, it can come in handy to unstack simply to hedge your bets. If you're heading back to old dungeons to catch a new pal, you're going to be better off using offensive abilities with unstacked characters to lower the risk that the attacks you're using will simply KO your target in one hit. This can be especially useful in situations where a given Mirage's prismtunity conditions also match up with its weak spots.

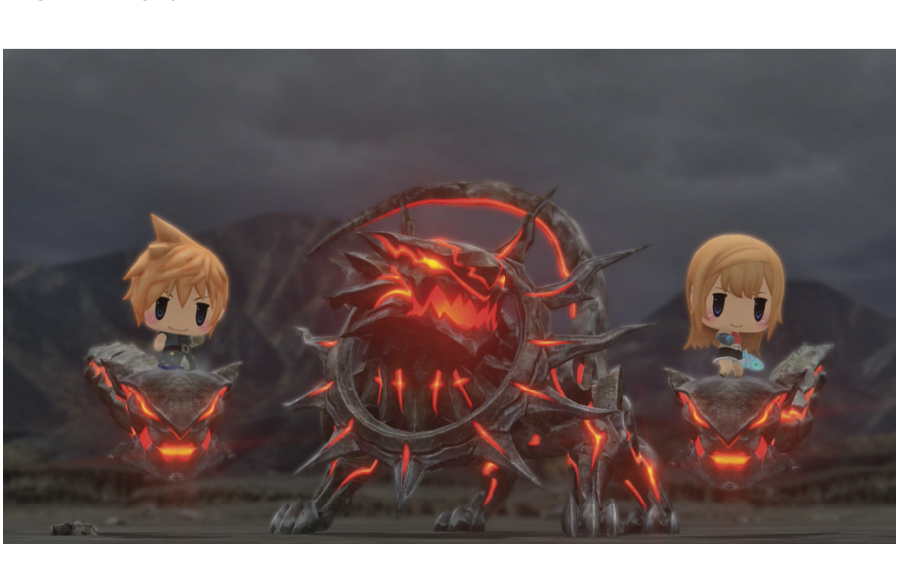
UNSTACK FOR MORE AP!

If you're not anticipating any strong area-of-effect attacks headed your way, you can actually unstack to accelerate AP gain/recovery.

Once your turn is up, unstack. When each Mirage's turn comes up, they'll each gain AP at the start of said turn. Once you reach the last member of that stack, simply stack again.

Provided you didn't use any AP-costing abilities, you'll have come out of the scenario with much more AP gained than if you're simply stayed as a stack. This is a great tactic for high-agility stacks (or stacks that have Haste cast on themselves).

MEGA MIRAGES



Certain advanced Mirages are much bigger and stronger than their cousins, which classifies them as Mega Mirages. You can capture and field Mega Mirages, but they're governed by their own set of rules.

The first Mega Mirage you obtain will unlock an option of the same name in your combat menu. In exchange for a massive amount of AP, you can summon the Mega Mirage onto the battlefield, where it effectively replaces your active party. It remains until it's knocked out or you opt to dismiss it.

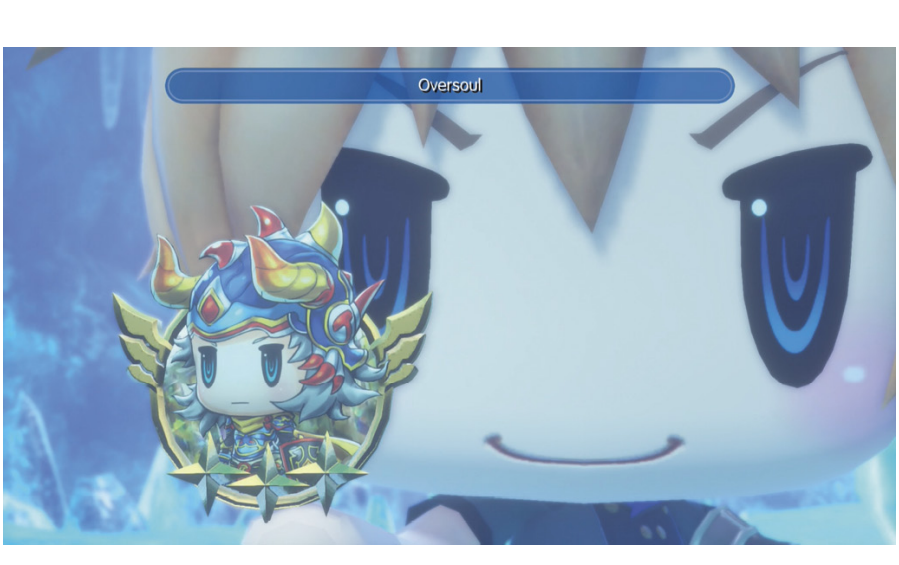
A Level 1 Mega Mirage is basically a big sack of HP and has little else going for it. They have access to a wide variety of potent active and passive abilities, but you must fill out their boards like any other Mirage before they're a real ally. Once you've built it up, a Mega Mirage is a powerful asset.

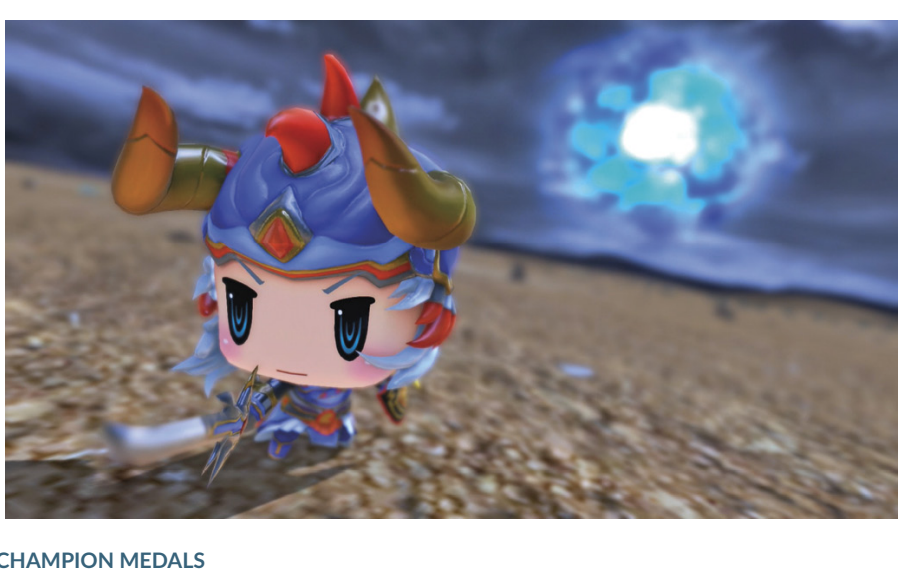
Even at low levels, you can use a Mega Mirage as a sort of shock absorber if you see a big hit coming (for example, if your enemies just decided to stack). Pull out the Mega Mirage, and it can eat a couple of powerful attacks and save the rest of your crew. This is very expensive, but it's only AP, and it's a useful tactic in situations where you know you're about to start taking heavy damage.

Mega Mirages count as size XL, cannot participate in stacks, and cannot be used to help solve Puzzle Switches.

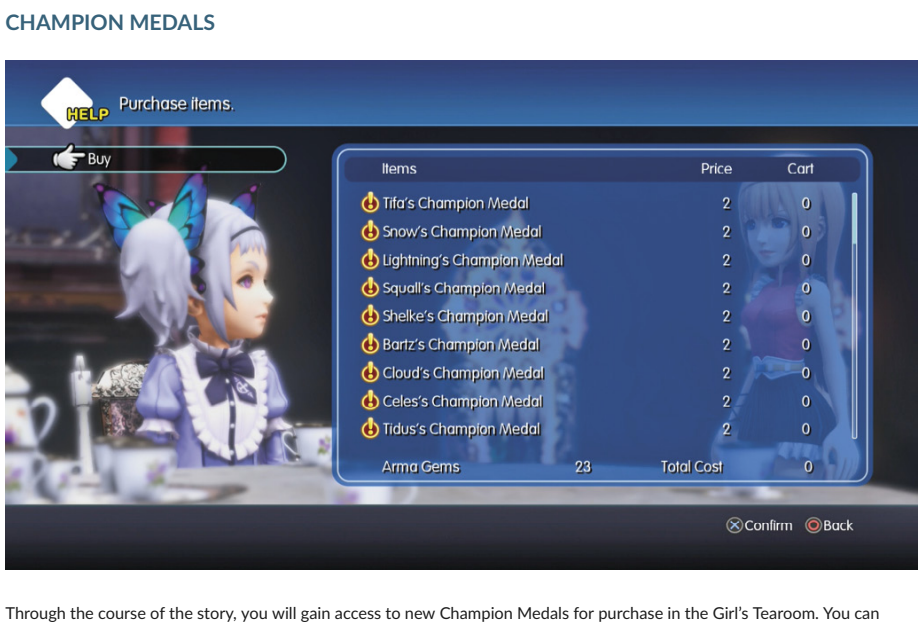
HARNESS THE POWER OF CHAMPIONS

Champions are a select few beings who have awakened to become heroes of Grymoire. These powerful summons can turn the tide of your battle in mere moments.





CHAMPION MEDALS



HELP Purchase Items

Buy

Items	Price	Cart
Tifa's Champion Medal	2	0
Snow's Champion Medal	2	0
Lightning's Champion Medal	2	0
Squall's Champion Medal	2	0
Shelke's Champion Medal	2	0
Bartz's Champion Medal	2	0
Cloud's Champion Medal	2	0
Celes's Champion Medal	2	0
Tidus's Champion Medal	2	0

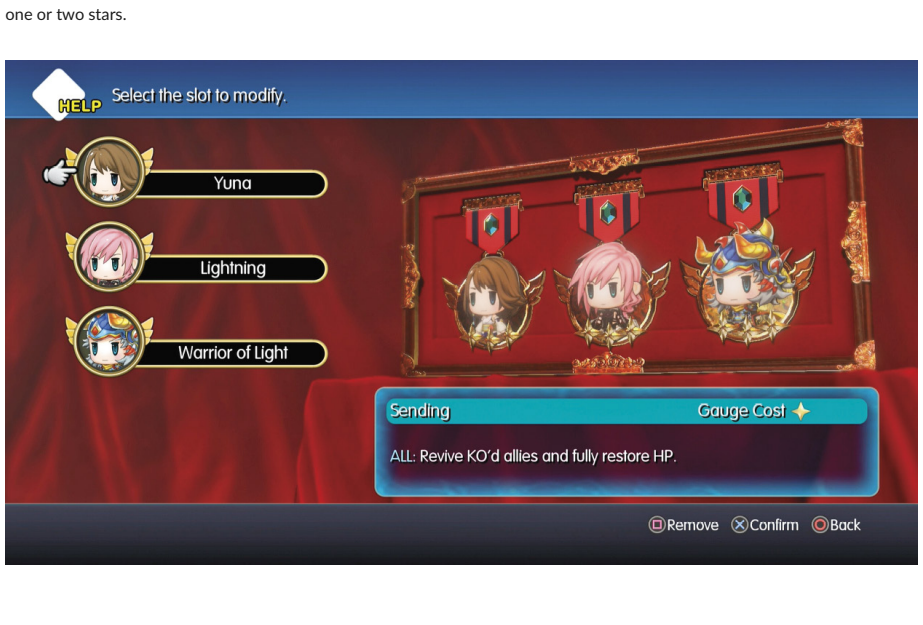
Arma Gems 23 Total Cost 0

✕Confirm ○Back

Through the course of the story, you will gain access to new Champion Medals for purchase in the Girl's Tearoom. You can purchase the medals with arma gems, and then equip them in the Champion Medals menu. You can carry up to three Champion Medals into battle.

CHAMPION GAUGE

In battle, keep an eye on your Champion Gauge. You can see the gauge in the Basic battle menu—it's the white gauge in the middle of the dial. Once it rises, you'll gain a star. You can gain up to three stars, and summoning a Champion can cost either one or two stars.



HELP Select the slot to modify.

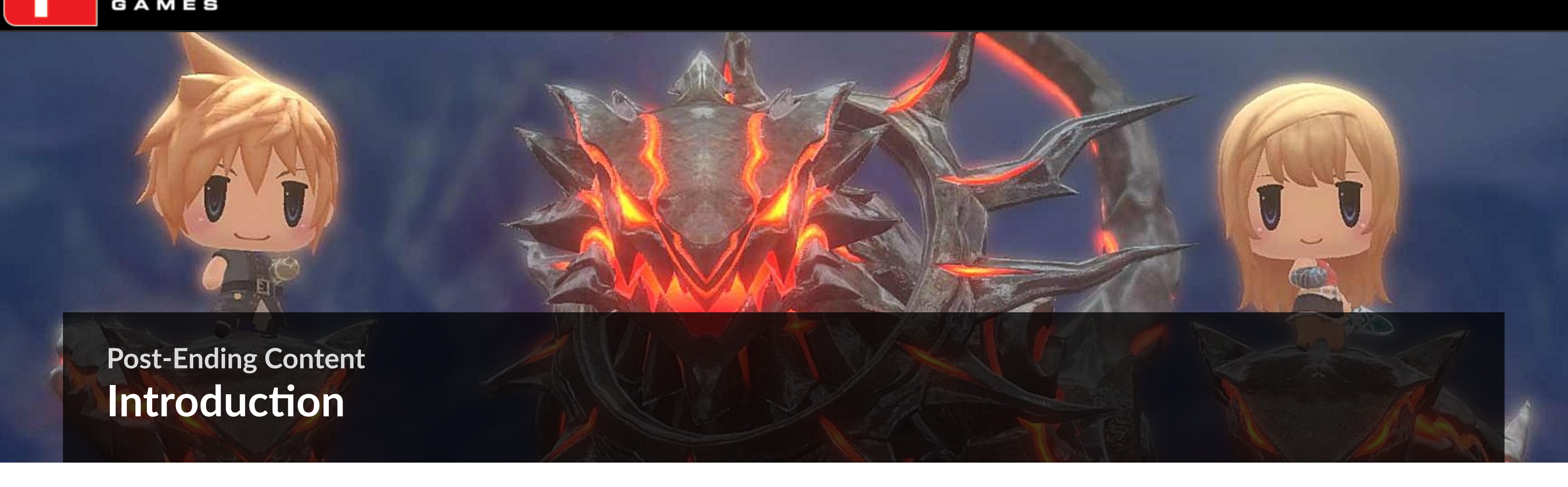
Yuna
Lightning
Warrior of Light

Sending Gauge Cost ✦
ALL: Revive KO'd allies and fully restore HP.

○Remove ✕Confirm ○Back

List of Champions

Champion	Description	Star Cost	Unlocking for Purchase	Arma Gem Cost
Warrior of Light (Oversoul)	SINGLE: Inflict neutral physical damage. Bypasses defense. Also bestows defense ↑ to all allies.	1	Meet The Girl Who Forgot Her Name in Chapter 5	2
Refia (Healing Light)	ALL: Restore HP and remove status ailments/stun.	1	Reach the start of Chapter 8	2
Tifa (Final Heaven)	SINGLE: Inflict neutral physical damage. Bypasses defense. Also bestows strength ↑ to all allies.	1	Finish Chapter 10	2
Snow (Sovereign Fist)	ALL: Inflict magical ice damage. Bypasses defense. Also bestows defense ↑ to all allies.	1	Finish Chapter 12	2
Lightning (Gestalt Drive)	SINGLE: Inflict neutral physical damage. Bypasses defense. Also bestows strength ↑ to all allies.	2	Finish Chapter 13 (then escape the underground prison to be able to get back to the Girl's Room)	2
Squall (Lion Heart)	SINGLE: Inflict neutral physical damage. Bypasses defense. Also bestows accuracy ↑ to all allies.	1	Finish Chapter 14	2
Shelke (Countertek)	ALL: Restore HP and remove all negative status effects. Also removes positive status effects from enemies.	1	Finish Chapter 15	2
Bartz (Clash on Big Bridge)	SINGLE: Inflict neutral physical damage. Bypasses defense. Also bestows accuracy ↑ /evasion ↑ to all allies.	2	Finish Chapter 16	2
Cloud (Omnislash)	SINGLE: Inflict neutral physical damage. Bypasses defense. Also bestows strength ↑ to all allies.	2	Finish Chapter 17	2
Celes (Runic)	SINGLE: Inflict magical ice damage/oblivion. Bypasses defense. Also restores AP to all allies.	2	Finish Chapter 17	2
Tidus (Blitz Ace)	SINGLE: Inflict neutral physical damage. Bypasses defense. Also bestows evasion ↑ to all allies.	1	Finish Chapter 18	2
Shantotto (Magic Burst!)	SINGLE: Inflict magical damage. Bypasses defense. Also bestows magic ↑ to all allies.	1	Finish Chapter 18	2
Yuna (Sending)	ALL: Revive KO'd allies and fully restore HP.	1	Receive the airship in Chapter 20	2
Terra (Magitek Laser)	SINGLE: Inflict neutral magical damage. Bypasses defense. Also bestows magic ↑ to all allies.	1	Receive the airship in Chapter 20	2



Post-Ending Content

Introduction

The Girl Who Forgot Her Name—Post-Ending Shop

Name	Price (arma gems)
Quake Seed	4
Bio Seed	4
Death Seed	10
Meteor Seed	10
Flare Seed	10
Holy Seed	10
Ultima Seed	15
Regen Seed	4
Arise Seed	10
Haste Seed	4
Reflect Seed	4
Dispel Seed	4
Bravery Seed	4
Faith Seed	4
Abyss Seed	4
HP+ Seed	2
HP++ Seed	4
Strength+ Seed	2
Strength++ Seed	4
Defense+ Seed	2
Defense++ Seed	4
Magic+ Seed	2
Magic++ Seed	4
Magic Defense+ Seed	2
Magic Defense++ Seed	4
Agility+ Seed	2
Agility++ Seed	4
Accuracy+ Seed	2
Accuracy++ Seed	4
Evasion+ Seed	2
Evasion++ Seed	4
Critical+ Seed	2
Critical++ Seed	4
Fire Resistance+ Seed	1
Ice Resistance+ Seed	1
Thunder Resistance+ Seed	1
Water Resistance+ Seed	1
Wind Resistance+ Seed	1
Earth Resistance+ Seed	1
Light Resistance+ Seed	1
Dark Resistance+ Seed	1
All Resistances+ Seed	1
Resist Stun Seed	10
Resist Poison Seed	10
Resist Sleep Seed	10
Resist Confusion Seed	10
Resist Blindness Seed	10
Resist Oblivion Seed	10
Resist Berserk Seed	10
Resist Slow Seed	10
Resist Strength ↓ Seed	10
Resist Defense ↓ Seed	10
Resist Magic ↓ Seed	10
Resist Magic Defense ↓ Seed	10
Resist Accuracy ↓ Seed	10
Resist Evasion ↓ Seed	10
Safety Bit Seed	10
Stealth Seed	10
Vigilance Seed	10
First Strike Seed	10

To access additional post-ending content, Enna Kros requires that you complete all Intervention Quests before defeating the Exnine Knights in the Postscript chapter. If you haven't done so, revisit the Girl in her Tearoom and complete everything she has for you to do. You should have way more arma gems than you need at this point—enough to buy all Champion Medals and all Intervention Quests. For Intervention Quest tips, see the **Intervention Quests at The Girl's Tearoom** chapter of this book.

Once you've successfully completed all Intervention Quests, talk to Serafie to fight and defeat the Exnine Knights again. After the cutscene and credits, a bonus cutscene plays out, followed by a prompt to save your progress.

Lann

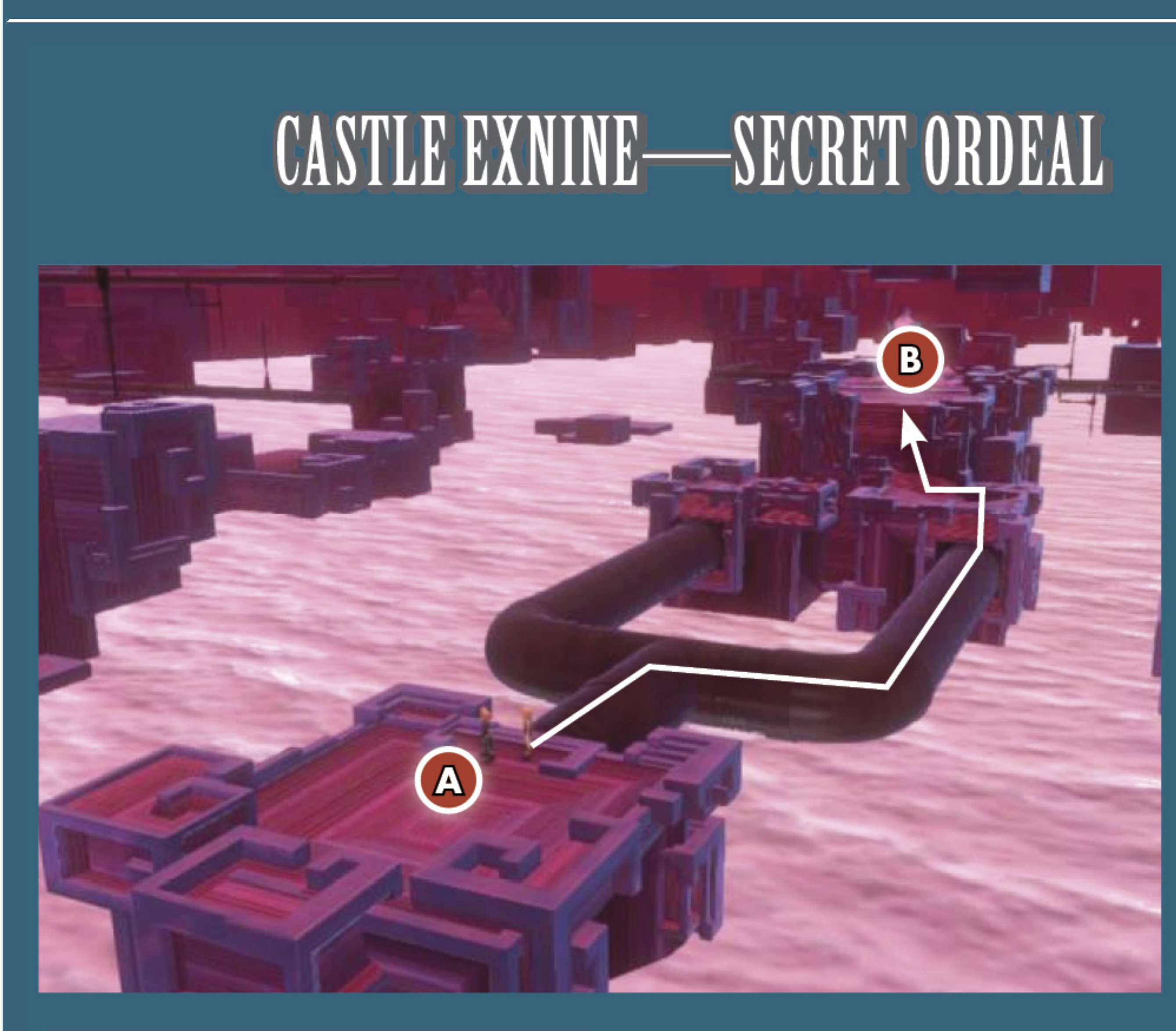
Don't you hate when you say all your good-byes and then find out you're not leaving? It's the worst.

This unlocks four bonus dungeons (three initially and one upon completing these first three), which are referred to as "EX dungeons" in this guide since they don't have official in-game names. Furthermore, access to Castle Exnine is reopened (along with its previously inaccessible secret area), and a new shopping list displays in the Girl's dialog box when you select the "Trade in Arma Gems" option. You can also visit Saronia Harbor now that you've dealt with the Cogna plague. Last but not least, Reynn and Lann can now be removed from their stacks, so you can have stacks full of Mirages. Full Mirage stacks have several benefits. They can provide even more elemental resistances (whereas the twins naturally provide none) and can potentially boost stat ratings much higher than a Mirage Keeper can (depending on Blank Spaces available). However, these bonuses are offset by the fact that having a "twinless" stack also means you can't summon Mega Mirages. Having two twinless stacks means you can't imprism enemies nor summon Champions.

GETTING INTO THE ARMA TRADE

The Girl's store is unlocked upon purchasing all Champion Medals and completing the post-ending unlock requirements. She offers several rare seeds purchasable with arma gems. You can obtain additional arma gems from enemies in the EX dungeons. They can also be sold to the Girl for 50,000 gil each. Consider saving up your arma gems and creating an ultra-powerful Mega (or non-Mega) Mirage decked out with your favorite abilities.

CASTLE EXNINE'S SECRET AREA



CASTLE EXNINE—SECRET ORDEAL

LOCATIONS OF INTEREST	
A	Warp Crystal to Secret Ordeal
B	Elasmos encounter

*Legend here based on Castle Exnine map.

To get to Castle Exnine's Secret Area, you can use the Gate to teleport to the Ends of Grymoire, then use the device there to re-enter Castle Exnine. From the first floor of Castle Exnine, take the warp crystal to Ordeal 10, and then climb up to Ordeal 11. On Ordeal 11, there's a warp crystal you can use to get to Castle Exnine—Secret Ordeal. From there, follow the pipe on the right to get to an elasmos Mirage.

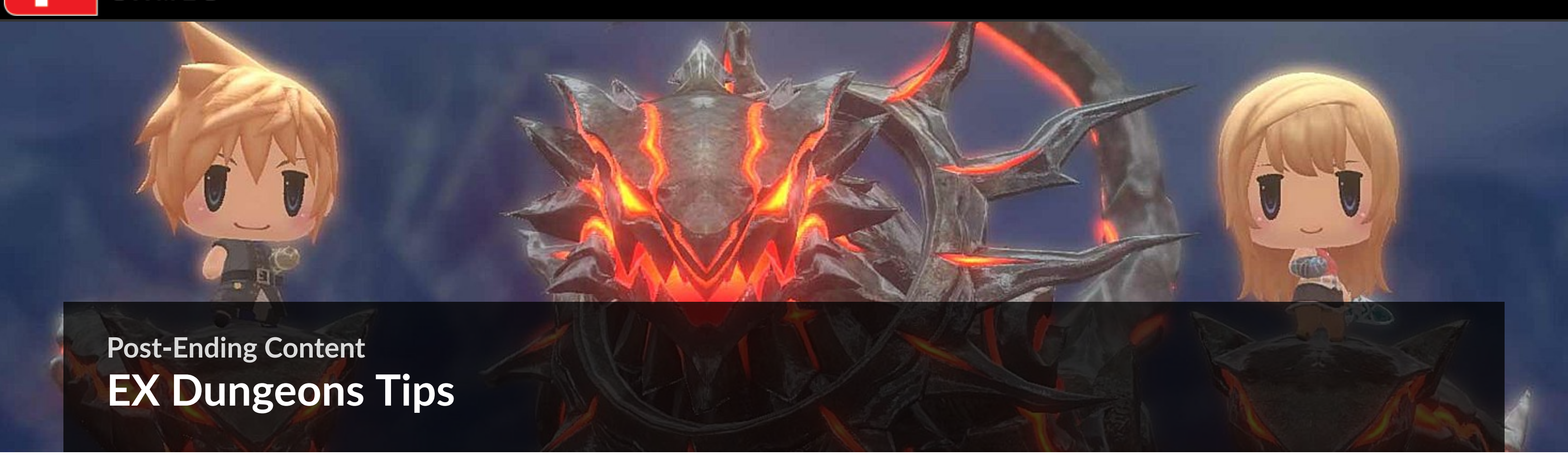
This secret Mirage is one that's most likely more difficult to imprism than it is to defeat normally, so consider just fighting it with strong ice-based abilities to obtain its memento.

If you want to imprism it, its prismtunity involves dealing a lot of damage at once. Bring a leveled up Bahamut ★ to accomplish this task since you need to score around 24,000 damage to inflict its prismtunity. Additionally, elasmos can flee from battle, so it's imperative that you bring a Mirage with access to the No Escape passive ability!

The easier method involves using a low HP, Megaflare with Bahamut ★. This is the preferred method for fulfilling most high-level "deal a lot of damage at once" prismtunities. Summon Bahamut ★, then to get your HP low quickly, you can attack your own party using the classic command menu (L1) and issuing the Attack command on your own party (switch from enemy list to party list by pressing right on the D-pad). When your HP is critical (around 500) execute Megaflare.

Alternatively, you can go for a high-damage Petty Grudge/Everyone's Grudge, as long as you keep track of your accrued damage (you inflict 30% of the total damage you've taken as dark damage). For a challenge, you can attempt a brute force method using a critically hitting, Bravery-boosted Deep Freeze (a shivalry ability) with several Strength ↑ enhancements. Shivalry can hit the damage output required, but it isn't reliable, and you must amass an absurd amount of strength to accomplish this. This method requires rolling a critical hit, leveling a shivalry Mirage, and having an average party level of 80 or greater.

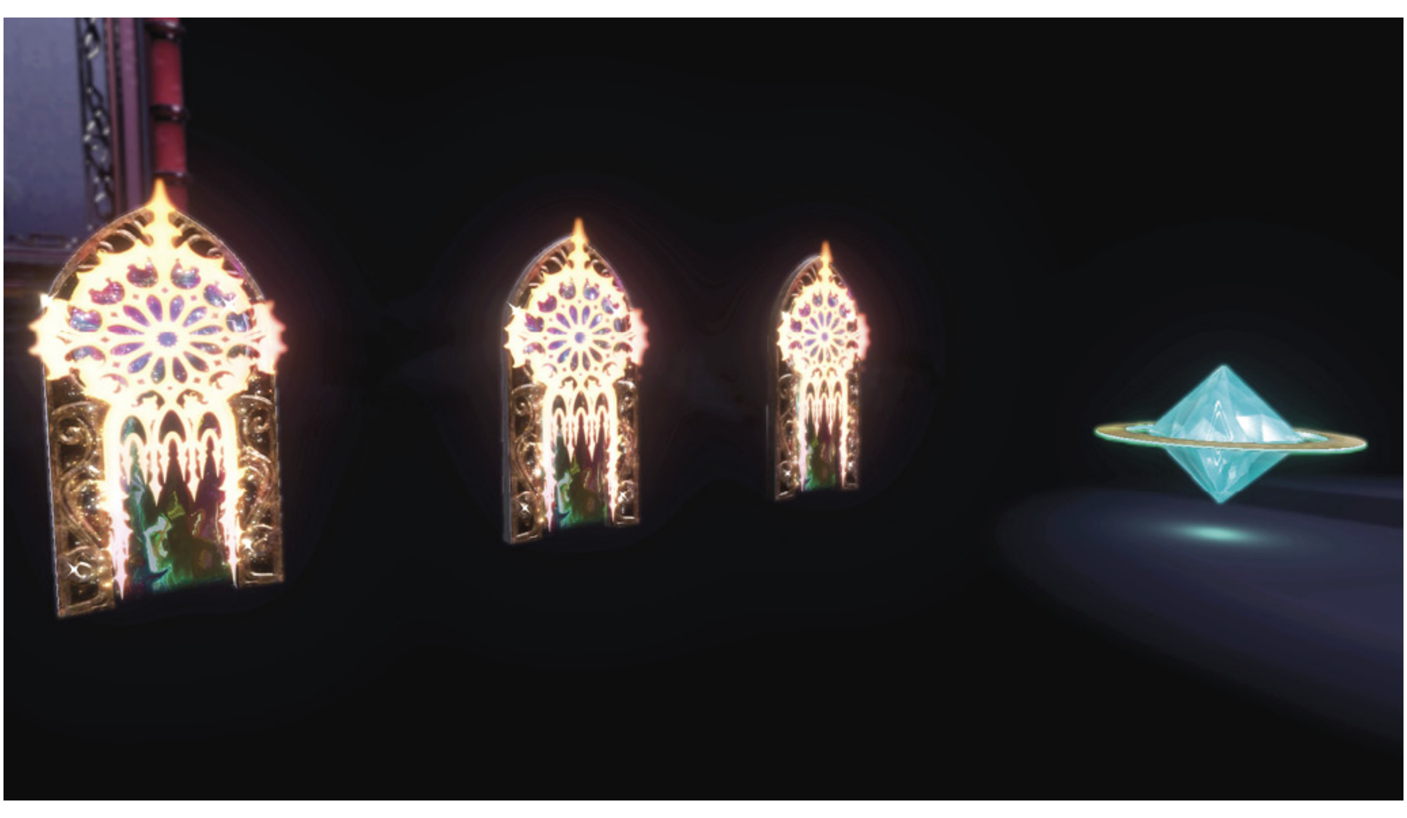
Petty Grudge
24762
7059
12
7568
9



Post-Ending Content

EX Dungeons Tips

You can find the three initial EX dungeon Gates in the Girl's Tearoom. The Gate to the left takes you to EX Dungeon C, the Gate in the middle to EX Dungeon B, and the Gate on the right to EX Dungeon A. You can complete these in any order, although EX Dungeon B may be slightly easier compared to the other two. Each of the initial three EX dungeons consists of four areas, with a Save Crystal and a boss Mirage stack on the fourth floor. Clearing all three bosses unlocks the fourth and final post-ending dungeon, EX Dungeon Z (its Gate appears to the left of the EX Dungeon C Gate in the Girl's Tearoom).



Your primary objective in each dungeon is to reach the fourth floor's Save Crystal, since Save Crystals give you infinite HP/AP restorations and access to your Prism Case. From there, you must defeat a challenging boss stack. Once you've defeated the boss of the dungeon, an Exit Gate appears behind them, allowing you to travel back to Nine Wood Hills.

In-game maps are not provided in any of the EX dungeons, so refer to the accompanying maps to find your bearings. Fortunately, most of the areas are short, and the layouts should be familiar to you because they're clones of locations that you visited in the main story. The challenge of these dungeons revolves mainly around the high-level enemies and boss encounters, so you may end up investing a significant amount of time into leveling your Mirages while exploring the dungeons.

An efficient strategy for leveling your characters and Mirages is to reach the fourth area of an EX dungeon, and then stick around the Save Crystal while fighting enemies. After each battle, you can simply approach a Save Crystal to completely restore HP and AP, then continue fighting and leveling up. You can make this process faster by preparing your stacks with strong elemental "–ga" spells of that floor. For instance, you can expect several bomb-type Mirages in the third area of EX Dungeon C, so prepare your stacks with Waterga spells to quickly dispatch the groups of enemies found there. Since you essentially have infinite HP and AP at the Save Crystal, you never have to worry about running out of potions and ethers.

PICK UP THE EXP BOOST MIRAJEWEL FIRST!

It's highly recommended that you grab the EXP Boost mirajewel as soon as you've unlocked the EX dungeons. You can find it in the first area of EX Dungeon A, just south of the Gate.

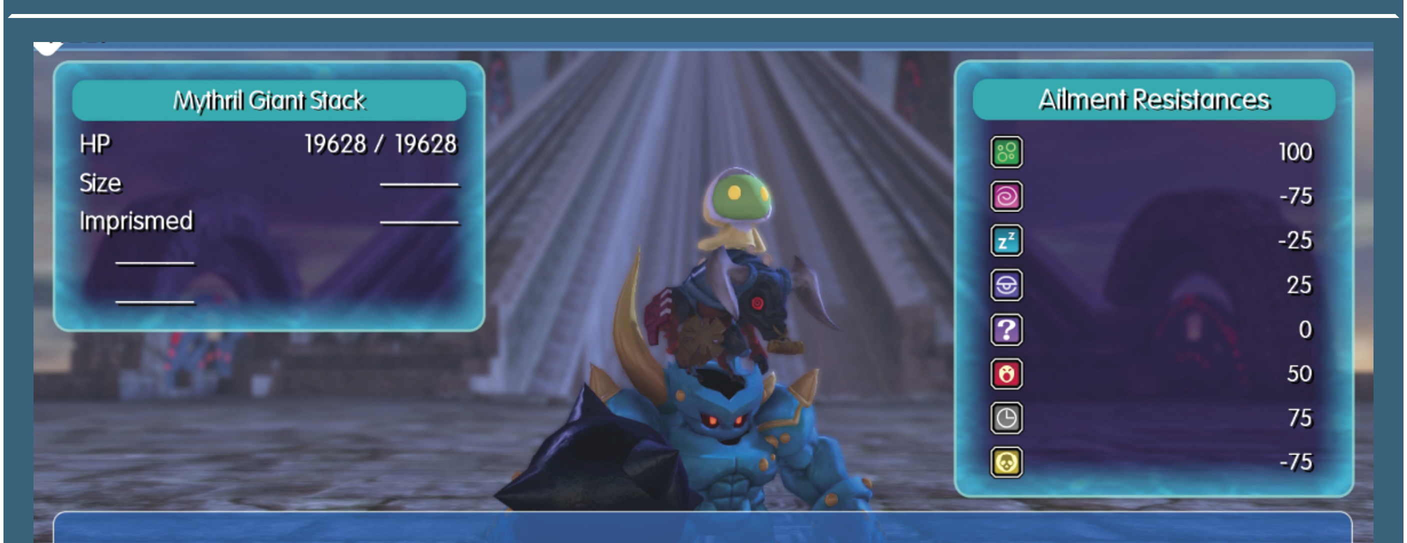
An extremely convenient way of reaching EX dungeon Save Crystals safely is to equip the Stealth mirajewel (found in a chest on Big Bridge—Segment 2) and have a Mirage with the Flee ability in one of your stacks. Flee can be unlocked on the black chocochick, cactuar, and cactrot Mirage Boards. While traversing an EX dungeon, you can flee from every single random encounter until you reach the Save Crystal, where you can then set up camp and level your party. Remember to unequip your Stealth mirajewel during the leveling process, though, as it reduces your chance of finding enemies. To find enemies even faster, equip the Lure mirajewel (found in the Phantom Sands—Toil 3).

Another feature of these dungeons is the inclusion of the kraken, buer, tiamat, and asterius Mirages (Crystal Tower "mini-bosses") in the potential random enemy encounters. These mini-boss encounters are particularly dangerous and can be resource-consuming, so it's advisable to simply flee from them if you can.

If you want to fight your way through the dungeons, make sure to bring plenty of hi-potions, ethers, and hi-ethers with you on your climb to the Save Crystal. Also, plan ahead by reviewing the enemies list and map information following this text, and bring Mirages that you may need (for support abilities, elemental resistances, and puzzle switches).

Additionally, it's highly recommended that you have access to the Death spell or a Death-inflicting ability. Many of the high-health Mirage stacks encountered in these dungeons are weak (or at least vulnerable) to the Death effect. A successful Death cast on these stacks can make your dungeon crawl much less stressful!

SUDDEN ONSET DEATH



Mythril Giant Stack

HP 19628 / 19628

Size ———

Imprismed ———

Ailment Resistances

	100
	-75
zz	-25
	25
?	0
	50
	75
	-75

Unlike its behavior in most Final Fantasy titles, the Death ability in World of Final Fantasy works in most non-boss situations and can save you a lot of HP and AP against the difficult Mirage stacks in the post-ending dungeons. Death can be obtained as a spell from mimics, death searchers, and mordskulls. Cocadrilles and undead princesses also have access to Death-inducing abilities.

A successful Death is potentially worth more than 20,000 points of damage (since you're slaying 2-3 Mirages at once)! To support your AP consumption, bring several hi-ethers with you, or use an AP-draining effect like Syphon.

EX DUNGEON A, B, AND C BOSS TIPS

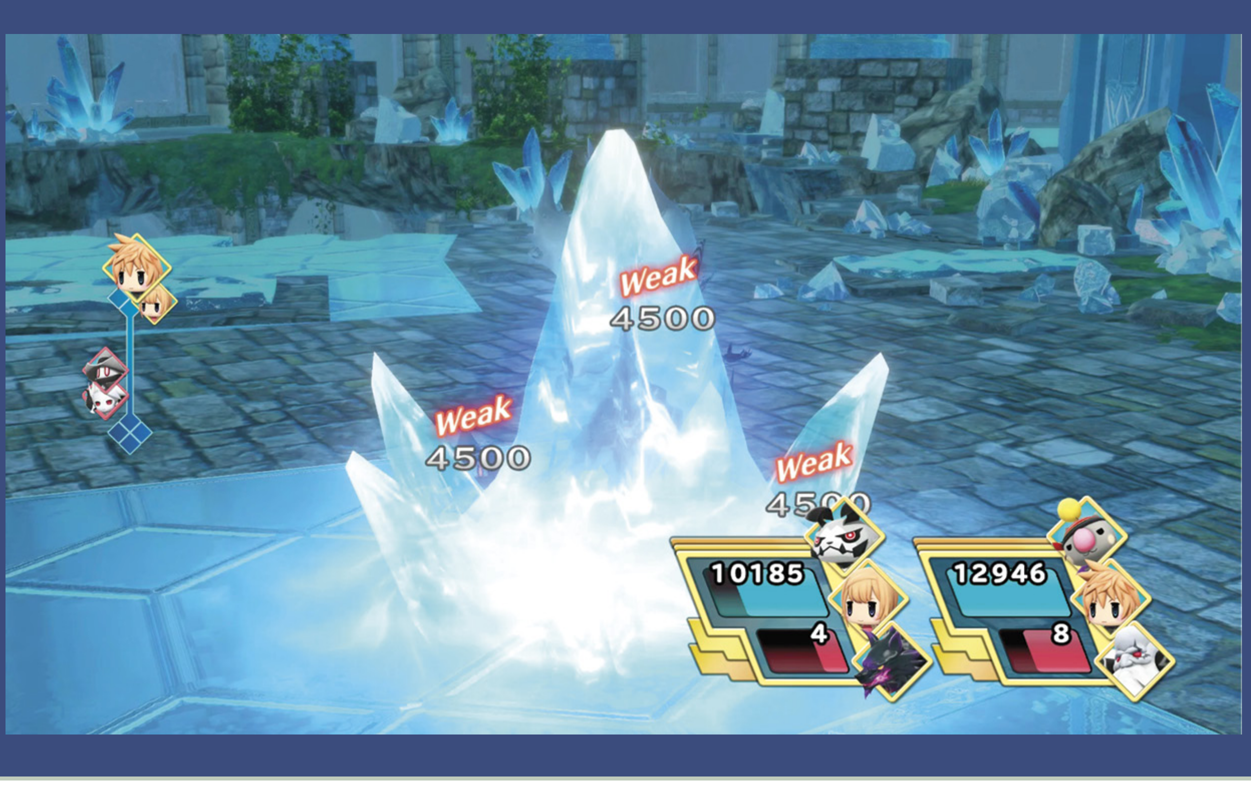
The three bosses found in these dungeons are dark-based versions of the ifrit, shiva, and ramuh Mirage families. To make these encounters easier, try to level up Mirages resistant to their respective elements (if you've imprismed the "master" Mirages from the Coliseum, you should be set). Ideally, your average party level is at least 70, and you should have a collection of Mirages you can use to build stacks that can absorb the following elements: fire, ice, and lightning. You only have to worry about one element for each boss encounter (they also cast Abyss, but it shouldn't be too much of a problem).

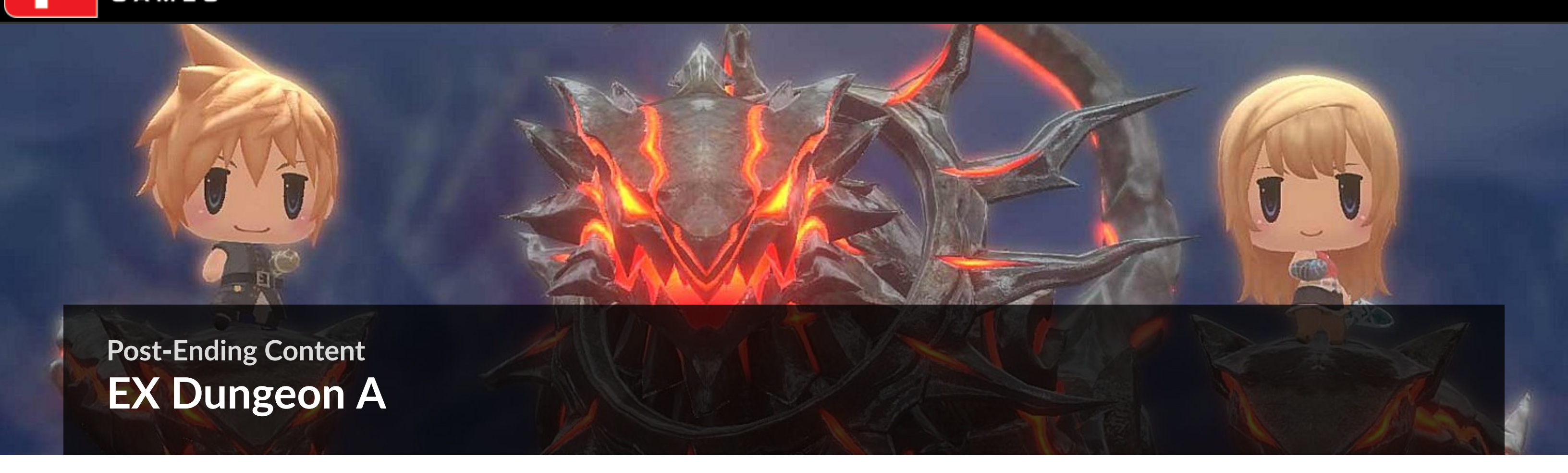
Each of these bosses comes in a stack, so it's vital that you have access to a high-strength toppling ability like Lunge, Tower Jump, or Bulldozer. Toppling these boss stacks provides a distinct advantage: you can begin to apply status ailments to the medium- and small-sized Mirages so that when the boss inevitably restacks, the entire stack becomes afflicted with the ailment. Since one target splits up into three, they also become more vulnerable to ALL-targeting spells and items. Spellstones and "–ga" spells work amazingly after toppling.

For defense, you should only need Haste and Protect. Since you're going to absorb most of the boss's magic damage with the strategy outlined here, Shell isn't necessary because normal physical attacks are your main concern. They have access to their associated ultimate abilities (Diamond Dust, Judgment Bolt, and Hellfire), but if you prepare properly with resistances, you should completely nullify or absorb this damage.

In summary, a proper game plan for these bosses is to buff up your two stacks with Haste and Protect, then topple their stack with a high-strength topple ability. Once they're toppled, inflict a status ailment on one of the non-large Mirages, then inflict massive damage using the appropriate –ga spell or spellstone. Repeat this while healing up your injured party members until you're victorious.

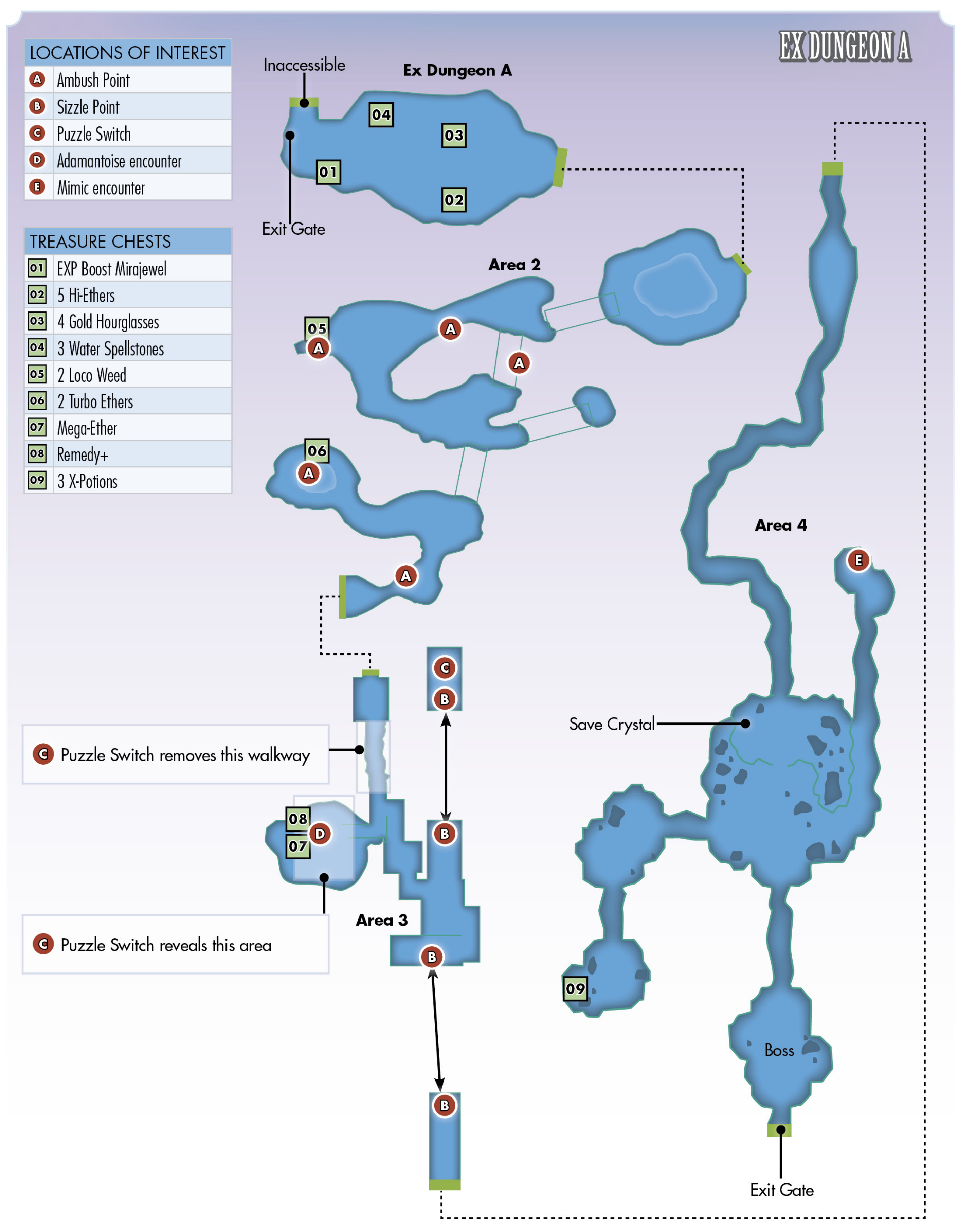
Additionally, you can imprism the small variants of these boss stacks. You need to topple the stack first so you can inflict a prismtunity on the small Mirage (hit it with its native element), then you need to imprism it before they can restack. This can be difficult as long as the medium and large ones are alive. However it's possible to Sleep the medium- or small-sized Mirage after toppling them. As long as one of the Mirages is slept, they can't restack, giving you time to imprism the baby Mirage.





Post-Ending Content

EX Dungeon A


EX DUNGEON A
LOCATIONS OF INTEREST
A Ambush Point
B Sizzle Point
C Puzzle Switch
D Adamantoise encounter
E Mimic encounter
TREASURE CHESTS
01 EXP Boost Mirajewel
02 5 Hi-Ethers
03 4 Gold Hourglasses
04 3 Water Spellstones
05 2 Loco Weed
06 2 Turbo Ethers
07 Mega-Ether
08 Remedy+
09 3 X-Potions
Inaccessible
Ex Dungeon A
Exit Gate
Area 2
Area 3
Area 4
C Puzzle Switch removes this walkway
C Puzzle Switch reveals this area
Save Crystal
Boss
Exit Gate

AREA AND ENCOUNTER DETAILS

ACCESSING CHESTS

To access all of the chests in EX Dungeon A, bring a Mirage with the Sizzle ability and a couple of water-based Mirages, enough to create a stack with at least 100 water resistance and 10 weight.

Areas 1 and 2 consist of mostly water-based enemies, so bring thunder-based spells if you're planning on fighting your way through this dungeon. The first area is a small room underwater, with four treasure chests lying about. Be sure to pick up the **EXP Boost mirajewel**, **five hi-ethers**, **four gold hourglasses**, and **three water spellstones** before you advance to the next area.

Area 2 has ambush points that are totally avoidable if you know where they are (refer to the preceding map for ambush locations). The two chests here contain **two loco weeds** and **two turbo ethers**.

LANN: Awesome adventures, here we come!

In Area 3, there's an optional adamantoise encounter located at the west end, revealed by completing the puzzle switch and accessed by activating the Sizzle point cannon near the middle of the area. The puzzle switch requires creating a Mirage stack with at least 10 weight and 100 water resistance. After completing the puzzle switch, head to the west side of the map, to the lower deck.

Defeating the adamantoise here can be challenging since it has around 94,000 HP, so prepare with Gravity and ice-based spells. Defeating the adamantoise reveals two treasure chests that contain a **mega-ether** and a **remedy+** (although the mega-ether can be opened without defeating the adamantoise, if you're sneaky about it). If you haven't imprismed an adamantoise, or if you have an extra minimantoise prism, you can imprism this one by inflicting Defense ↓ (trihyde's Acid Fang or a flan's Bile). The random encounter with two ahriman stacks can be exceptionally difficult in this area, but you can destroy them with the Death effect.

Area 4 contains a Save Crystal, **three x-potions** in a chest at the west section, and the boss to the south (the east path takes you to a mimic chest).

Defeating the shivver stack rewards you with **Girl's Diary, Entry 11**, along with **brrblizz**, **shivverina**, and **shivver mementos**.

SHIVVER STACK TIPS

The shivver stack is very weak to light- and fire-based damage and absorbs ice damage, so set up one of your stacks to at least absorb ice damage, and have Fire spellstones or the Firaga spell available. If you have the master cactuar Mirage (imprismable in the "The Evasion Persuasion" Coliseum battle), you're in luck— it boosts ice resistance by 125!

Shivverina and brrblizz are susceptible to Slow, which you can apply after toppling the stack.

ENCOUNTERS LIST

Area 1:

- Sea Worm, Sea Serpent, 2 x Sea Snake
- Mega Nightsqual, Nightsqual, (Mega Nightsqual + Nightsqual)
- (Nightsqual + Quacho), 2 x Quacho
- 4 x Tonberry
- Kraken, Sharqual, Nightsqual, Sea Snake, Sea Serpent

Area 2:

- (Malboro + Flan + Water Toad)
- 2 x Malboro, 2 x Flan
- Malboro, 2 x Flan, 2 Water Toad
- Tiamat, Sylph, Trihyde, Moogle

Area 3:

- 2 x (Ahriman + Floating Eye), 2 x Floating Eye
- 3 x (Sharqual + Kupirate)
- 2 x Sharqual, 2 x Mini Flan
- Kraken, Sharqual, Nightsqual, Sea Snake, Sea Serpent
- Adamantoise (field encounter)

Area 4:

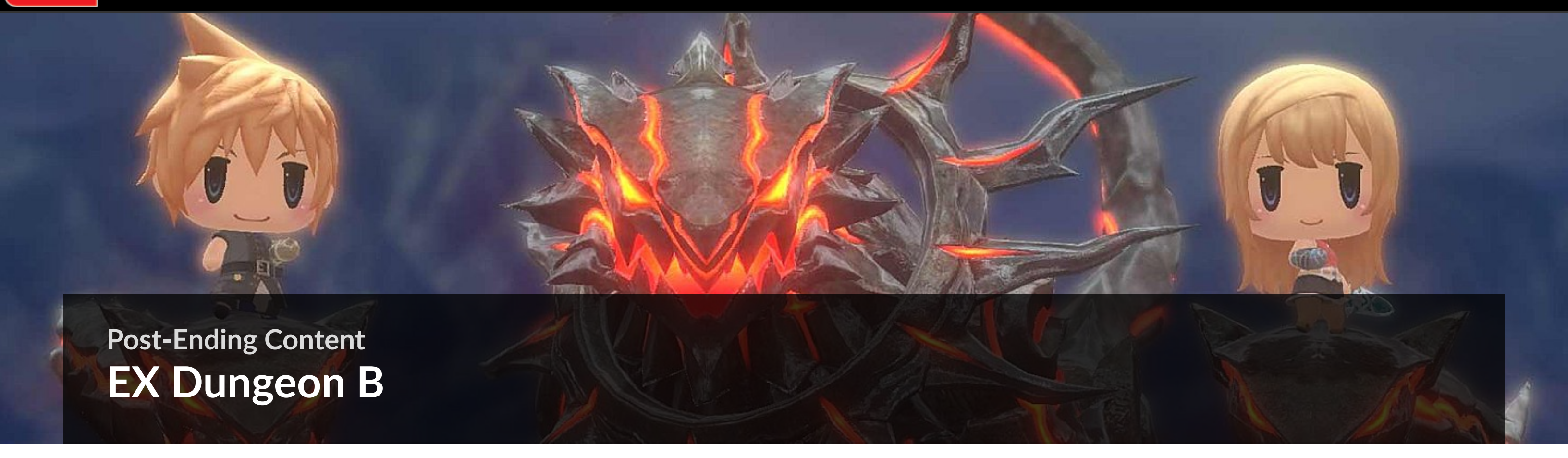
- Mimic (treasure chest trap to the east)
- (Right Claw + Babyhemoth + Baby Paleberry), (Left Claw + Babyhemoth + Baby Paleberry)
- 3 x White Nakk, 2 x Deathskull
- 2 x (Babyhemoth + Baby Paleberry), 2 x Ice Bat
- Asterius, Memecoleous, Sandicore, Copper Gnome, Mordskull

Boss: (Shivver + Shivverina + Brrblizz)

ENCOUNTER KEY

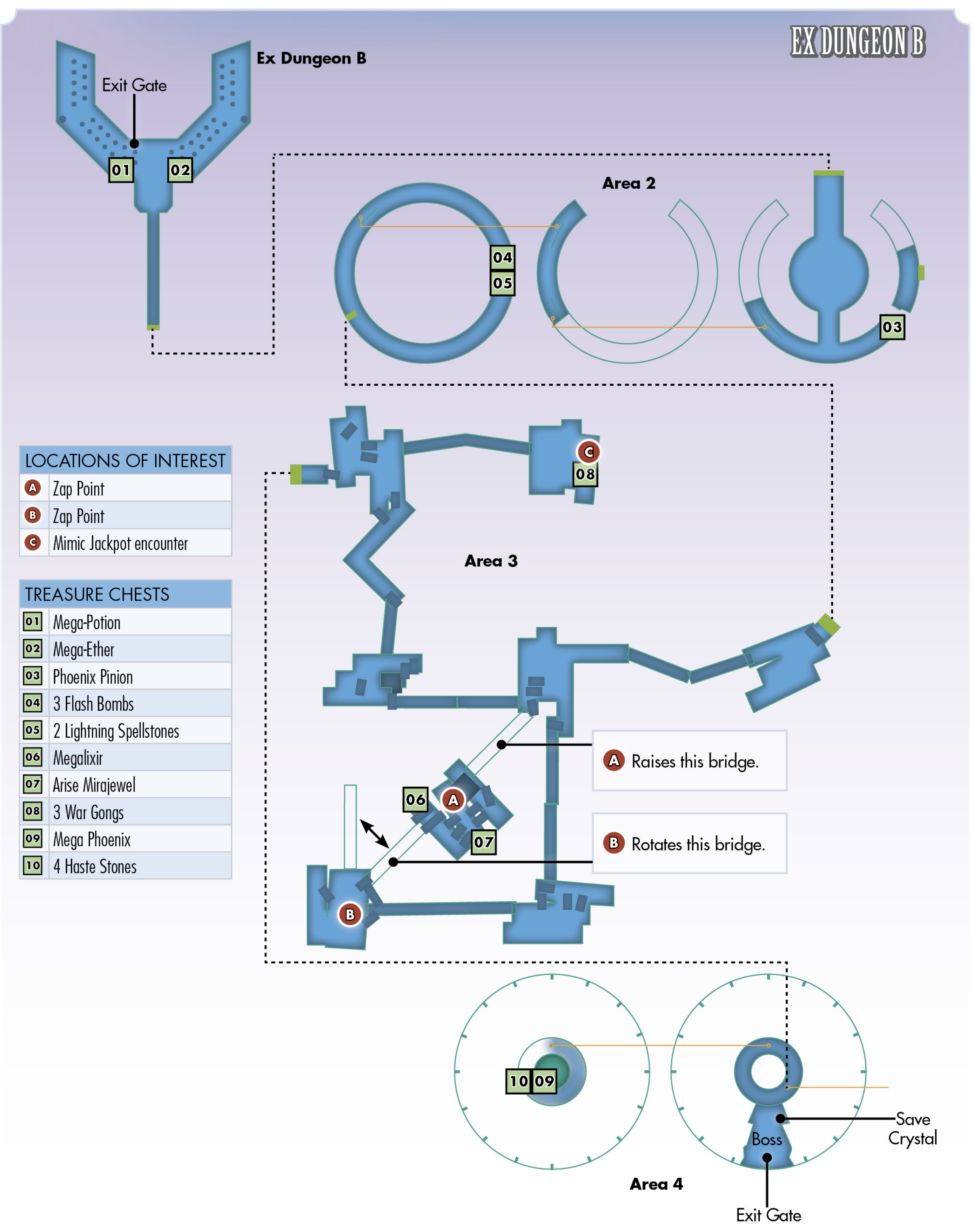
Mirages in ( ) and separated by + means they're a stack. Multiplier (x) means multiple of the following stack or mirage. Other Mirages, separated by commas, are single enemies.

Example: "2 x (Ahriman + Floating Eye), 2 x Floating Eye" means two stacks, each consisting of an ahriman and a floating eye, then one floating eye, and then a separate floating eye.



Post-Ending Content

EX Dungeon B



LOCATIONS OF INTEREST	
A	Zap Point
B	Zap Point
C	Mimic Jackpot encounter

TREASURE CHESTS	
01	Mega-Potion
02	Mega-Ether
03	Phoenix Pinion
04	3 Flash Bombs
05	2 Lightning Spellstones
06	Megalixir
07	Arise Mirajewel
08	3 War Gongs
09	Mega Phoenix
10	4 Haste Stones

AREA AND ENCOUNTER DETAILS

ACCESSING CHESTS

To access all of the chests in EX Dungeon B, a Mirage with the Zap support ability should tag along so you can activate the terminals in Area 3.

There isn't much ground to cover in Area 1, but there are two chests containing a **mega-potion** and **mega-ether** near the Exit Gate.

Area 2 consists of three floors. On the bottom floor (where you start) is a **phoenix pinion** in a chest in the southeast section. On the top floor, there are two treasure chests at the east end containing **two Lightning spellstones** and **three flash bombs**. The enemies here are weak to thunder and water.

Area 3 is a large area and is identical to the Train Graveyard—Necropolis 3. You start at the east end of the map, and you can traverse the area by simply taking the west path. However, if you want to obtain extra loot, you need the Zap support ability to energize the Zap point terminal in the southwest platform. This rotates a bridge, opening a path to another platform with two chests. One features a **megalixir,** and the other an **Arise mirajewel**. Activating the Zap point there raises a bridge that you can use to return to your starting point. Before leaving the area to the northwest, travel along the long beams leading to the north section of the map. The chest to the right (the southern one) contains **three war gongs**. The other chest is a mimic jackpot ambush.

At the base of the main stairs in Area 4 are two chests, one holding a **mega phoenix** and the other holding **Haste stones**. Pick them up, and save your progress at the Save Crystal (near the rairamuh boss stack).

Defeat the thunder-based Mirage stack to clear EX Dungeon B and to obtain **Girl's Diary, Entry 12**, a **joult**, a **voultr**, and a **rairamuh memento.**

RAIRAMUH STACK TIPS

This stack is extremely vulnerable to fire, ice, wind, earth, and light, so you have plenty of –ga spells and spellstones to choose from for your offense. Voultr and joult are susceptible to Oblivion, so if you topple the stack and inflict Oblivion on one of the non-large Mirages, the entire stack becomes unable to cast spells when they restack.

However, if you have thunder-absorbing stacks, it might be best to let them cast thunder spells on you for the extra healing. The master tonberry Mirage (from the "Master of Ceremonies" Coliseum battle) boosts thunder resistance by 125. If you have this Mirage, stick him into one of your stacks for almost complete invulnerability to thunder.

ENCOUNTERS LIST

Area 1:

- 2 x (Bihydra + Bombino)
- 3 x Werebat
- 6 x Bombino

Area 2:

- 3 x Magitek Armor
- 3 x Searcher, Magitek Armor
- 2 x (Magitek Armor + Searcher), Magitek Armor, Searcher
- Asterius, Memecoleous, Sandicore, Copper Gnome, Mordskull

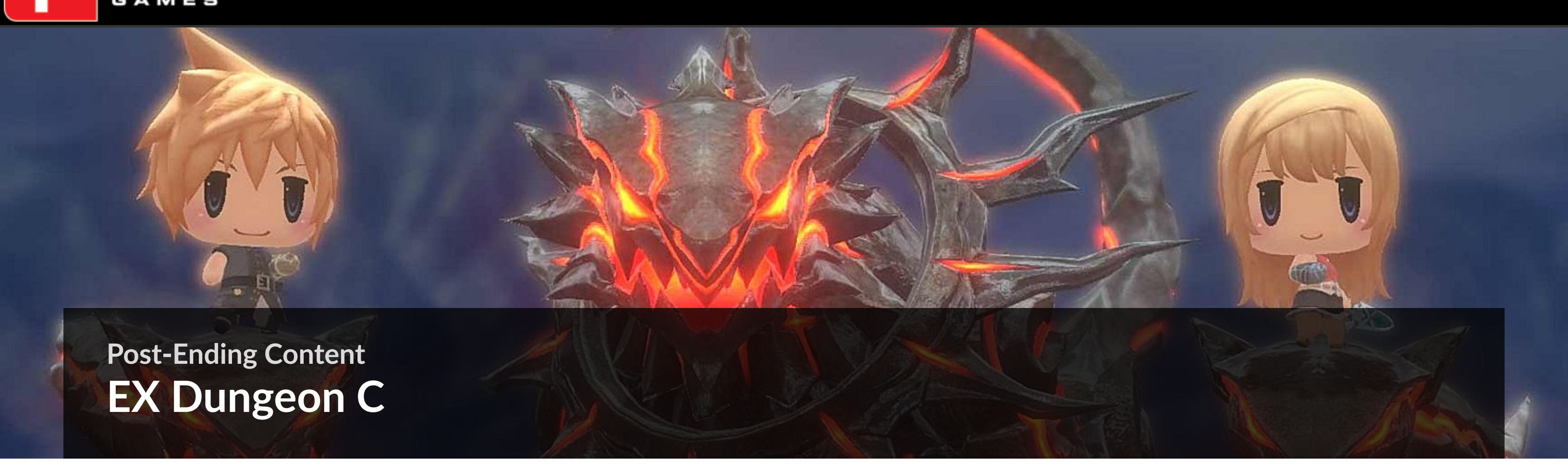
Area 3:

- Mimic Jackpot (treasure chest trap, northernmost chest on the map)
- 3 x Mordskull, Imp
- 2 x Skull Eater, 3 x Imp
- Chrome Giant, Vampire, Werebat

Area 4:

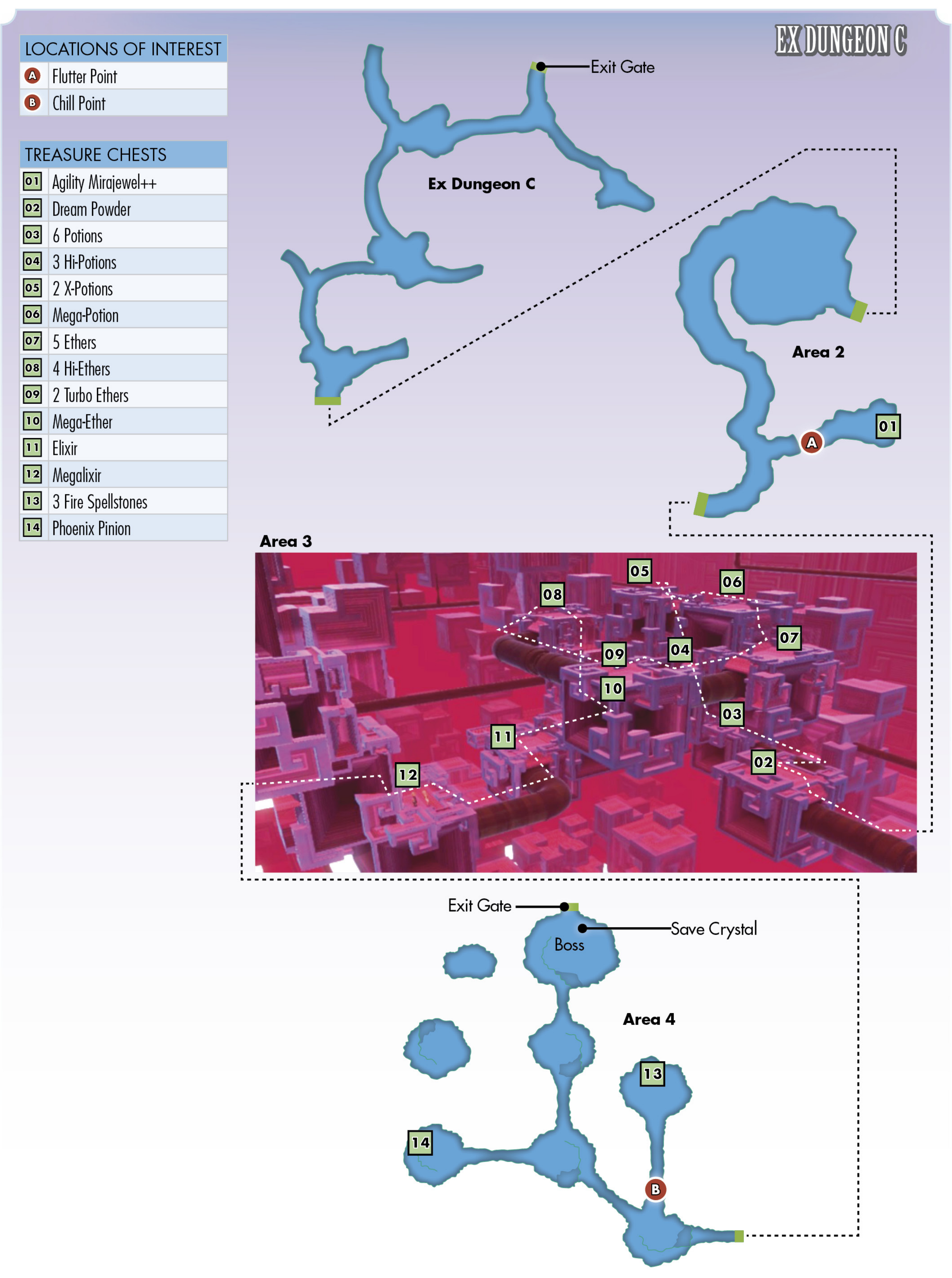
- (Kuza Beast + Sistertaur + Water Golem), 2 x Sistertaur
- (Kuza Beast + Sistertaur + Water Golem), (Ghidra + Mindflayer), Wind Toad
- (Unicorn + Water Golem), 2 x (Paleberry + Water Golem)
- (Ghidra + Mindflayer + Wind Toad), Unicorn

Boss: (Rairamuh + Voultr + Joult)



Post-Ending Content

EX Dungeon C



LOCATIONS OF INTEREST	
A	Flutter Point
B	Chill Point

TREASURE CHESTS	
01	Agility Mirajewel++
02	Dream Powder
03	6 Potions
04	3 Hi-Potions
05	2 X-Potions
06	Mega-Potion
07	5 Ethers
08	4 Hi-Ethers
09	2 Turbo Ethers
10	Mega-Ether
11	Elixir
12	Megalixir
13	3 Fire Spellstones
14	Phoenix Pinion

AREA AND ENCOUNTER DETAILS

ACCESSING CHESTS

To access bonus chests in EX Dungeon C, take along a Mirage with the Chill support ability unlocked and one with the Flutter ability unlocked. Alternatively, you can access your Prism Case from the Save Crystal there.

The first two areas in EX Dungeon C have many enemies that are weak to water and dark elements (Waterga is especially recommended for this climb). You can navigate the first area by using the glowing lights (if you remember, they're identical to the ones in Pyreglow Forest). Follow the lights to get to the south end of the map.

Area 2 is a small area with a Flutter point near the south end. Ferry across to the treasure chest containing an **Agility++ mirajewel**. The exit into Area 3 is to the southwest.

The third area of this dungeon is likely the most confusing and difficult to navigate. The layout is that of Castle Exnine—Ordeal 6, except you start at the opposite end (thus, the pipe flow is the opposite of where you're supposed to go). If you get lost here, find one of the large pipe walkways and travel the opposite direction of the flow of the pipe. This area also contains several treasure chests along the way. Collecting them all nets you: a **dream powder**, **six potions**, **three hi-potions**, **two x-potions**, a **mega-potion**, **five ethers**, **four hi-ethers**, **two turbo ethers**, **a mega ether**, an **elixir**, and **a megalixir**. You're going to need these.

Refer to the provided map to find your bearings. The exit is at the other end, to the west.

In Area 4, there's a chest containing **three Fire spellstones**, located behind a Chill point near the starting point of the area. There's another treasure chest with a **phoenix pinion** inside at the west end of the map. The north walkway, coming from the southern central platform, leads to a Save Crystal with the dungeon's boss directly next to it. Save your progress, and prepare for the gleefrit stack boss encounter.

Defeating the gleefrit stack rewards you with **Girl's Diary, Entry 13**, a **weeglee memento**, a **gleed memento**, and a **gleefrit memento.**

GLEEFRIT STACK TIPS

The gleefrit stack has a Fire Resistance rating of 200 and an Ice Resistance rating of -200, so naturally, having access to Blizzaga and other ice-based spells is recommended. You should also configure your stacks so that they absorb fire, or at least are resistant to it.

The medium and small Mirages (gleed and weeglee) are susceptible to Berserk. If you topple the stack and inflict Berserk on the weeglee or gleed, the ailment spreads to the rest of the stack when gleefrit restacks the smaller Mirages. This disables their special fire abilities, but it does increase their physical damage. Inflicting Berserk is not advisable if your stacks are set up to absorb fire damage, as you want to absorb fire spells and reduce physical attack damage.

If you've imprismed a master moogle from the "The Cranberry Knights" Coliseum battle, you can add it to one of your stacks for +125 Fire Resistance rating. You can use a king bomb Mirage in your other stack, making this encounter almost trivial.

ENCOUNTERS LIST

Area 1:

- 2 x Dualizard, 2 x Reaver Mu
- Dualizard, Cockatrice, 2 x Reaver Mu, Moogle
- 2 x Cockatrice, 2 x Reaver Mu, 2 x Moogle

Area 2:

- Buer, Bomb, Blood Eye, Cocadrille, Black Nakk
- 2 x Bihydra, 2 x Blood Eye
- 2 x (Red Dragon + Mini Golem), Red Dragon, Mini Golem
- 4 x Spark Dragon

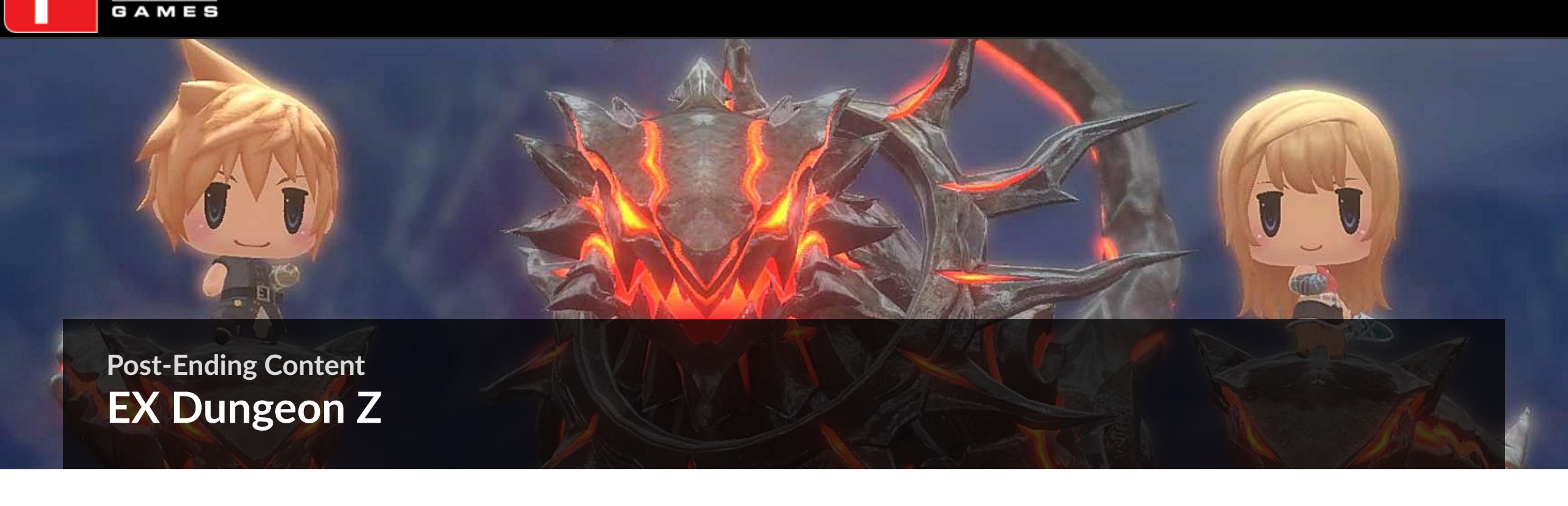
Area 3:

- Behemonster
- (Magitek Armor A + Squidraken + Yurugu)
- 2 x Magitek Armor A, (Magitek Armor A + Entom Guard), Death Searcher

Area 4:

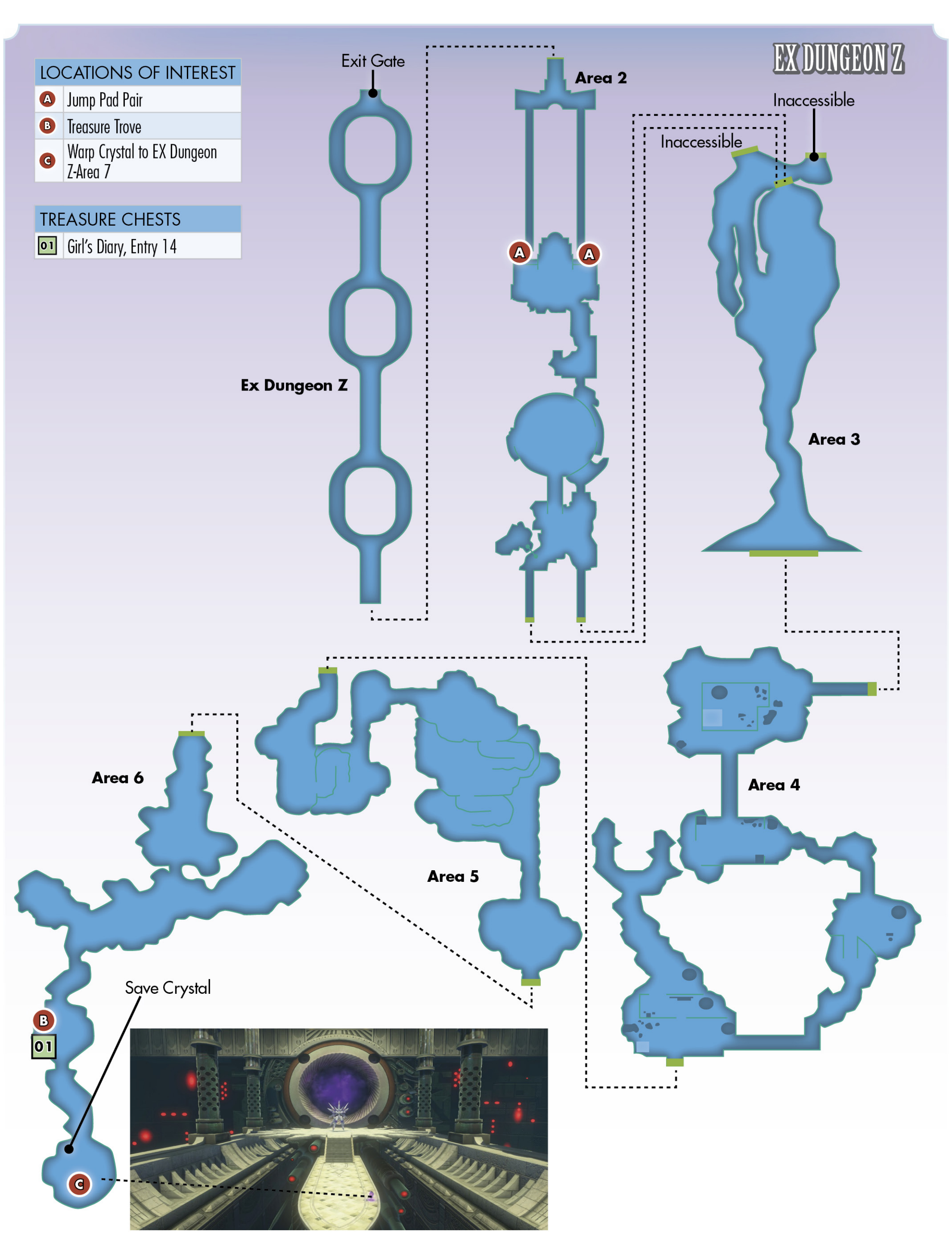
- 6 x Bomb
- (Behemoth + Lead Gnome + Flammantoise), Bomb
- (Cocadrille + Korrigan), 3 x Bomb
- Buer, Bomb, Blood Eye, Cocadrille, Black Nakk

Boss: (Gleefrit + Gleed + Weeglee)



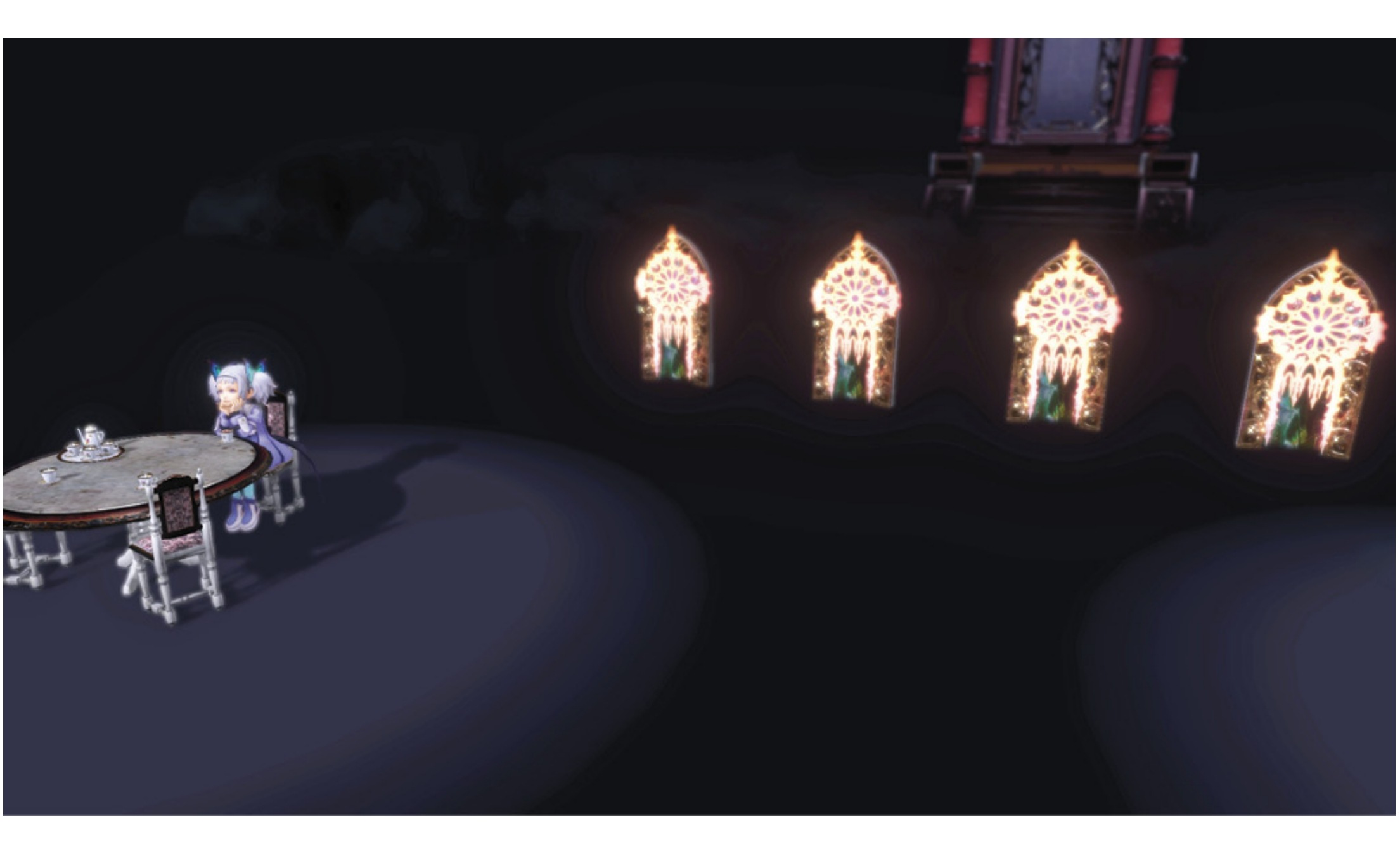
Post-Ending Content

EX Dungeon Z



AREA AND ENCOUNTER DETAILS

EX Dungeon Z is unlocked after the previous three dungeons are completed (more specifically, when you have defeated the gleefrit stack, rairamuh stack, and shivver stack once). The door appears to the far left of the row of mysterious doors in the Girl's Tearoom.



This dungeon is, by far, the most difficult to climb in terms of enemy power levels. Expect to face several types of foes, many of which come in stacks, and with varying weaknesses. However, there are no treasure chests to collect, except one in the sixth area. The Save Crystal is also in the sixth area, so this voyage can be arduous, considering the vast amount of adversaries you're sure to face. If you want to get through this easily, you can equip Reynn or Lann with a Stealth mirajewel and bring along a black chocobo with the Flee passive. Just make a beeline to the final floor while issuing the Escape command when you're forced into a random encounter.

Otherwise, if you're opting to fight your way up, prepare thoroughly by bringing a copious amount of consumables like hi-potions, hi-ethers, status ailment curatives, and Seraphones.

It can be difficult to prepare your stacks with the proper elemental resistance for each area, considering there are so many to get through. However, as mentioned at the beginning of this chapter, the Death ability is highly recommended for these dungeons, and this final dungeon is no exception. Having Death can singlehandedly win encounters simply because most stacks of Mirages are susceptible to it.

Dread Gaze
9841
12
16165
4

The first area of EX Dungeon Z is a straightforward run down one of the chainroads to the opposite end to the south.

The second area is inhabited by enemies like mythril giants and kuza kits, so having wind and thunder spells helps. Climb down the tower and cross the familiar arena. Area 3 is accessed through either of the two exits leading out south of this area.

The enemies in Area 3 are weak to water damage, but this area is especially small, so you may not even encounter an adversary here. The exit is south from your starting point (toward the foreground).

The next area is much larger, and most of the enemies are weak to water. Your destination is at the bottom of the fifth flight of stairs, to the south (relative to the provided map).

Area 5 is filled with gnome and golem stacks, so thunder and wind are strong elements to use here. Your path is a relatively linear one. Follow the descending ramps to reach the exit.

The sixth area is the last area with random encounters, and if you can recall, this map is Wellspring Woods (the very first dungeon in the main story). This area is small, and some of the enemy combinations here are easy compared to the others (sometimes you fight six chocochicks, sometimes a kraken with a posse of sea monsters).

Your goal is to get to the southwest portion of the map. On the way is a Treasure Trove (the same one you find a lusterleaf in). Next to the Treasure Trove is a treasure chest with **Girl's Diary, Entry 14** inside. Then, south from there is the Save Crystal and a warp crystal to the final area of EX Dungeon Z. Of course, you should save your progress here before activating the warp crystal.

ENCOUNTERS LIST

Area 1:

- 3 x Magna Roader (purple), 2 x Security Eye
- (Ghidra + Lead Gnome + Manticore)
- 2 x (Minotaur + Lead Gnome), Minotaur, Lead Gnome
- Tiamat, Sylph, Trihyde, Moogle

Area 2:

- 3 x (Kuza Kit + Baby Tonberry)
- 2 x Mythril Giant, 3 x Brothertaur
- (Mythril Giant + Brothertaur + Baby Tonberry)

Area 3:

- 3 x Chocobo
- 2 x (Memecoleous + Sandicore), Memecoleous, Sandicore
- Memecoleous, Nut Eater, Sandicore

Area 4:

- 3 x Black Nakk, (Goblin Guard + Mandragora)
- Asterius, Memecoleous, Sandicore, Copper Gnome, Mordskull
- 3 x Red Cap, 2 x Goblin Guard
- Goblin Guard, 2 x Goblin, Red Cap, (Red Captain + Mandragora)

Area 5:

- 3 x (Copper Gnome, Mini Golem)
- (Copper Gnome + Mini Golem), 3 x Mandragora
- (Copper Gnome + Mini Golem), 3 x Floating Eye

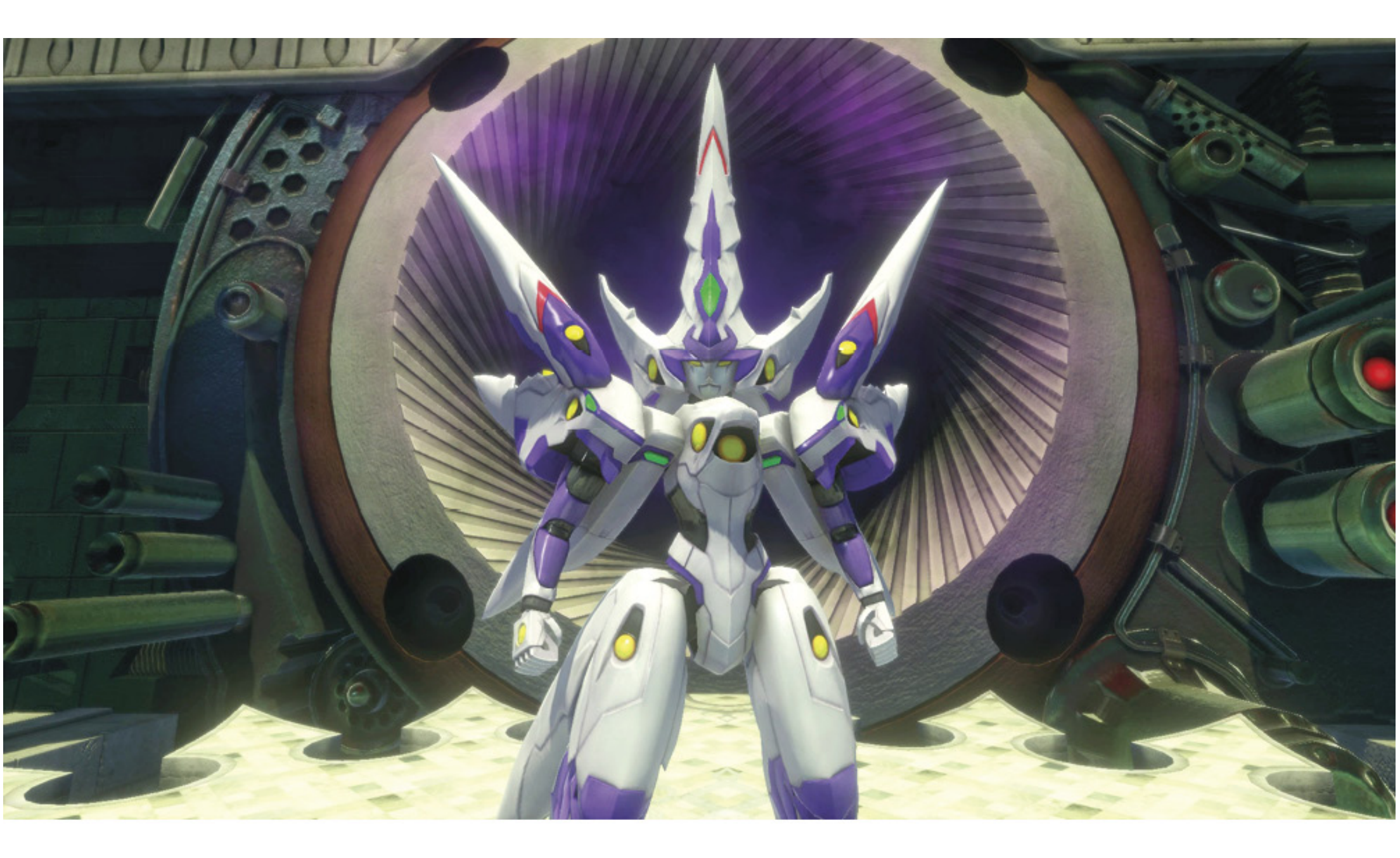
Area 6:

- (Behemoth + Babyhemoth + Chocochick), 2 x Mu
- 6 x Chocochick
- Kraken, Sharqual, Nightsqual, Sea Snake, Sea Serpent
- 6 x Mu

Area 7:

Boss: XG

BOSS BATTLE: XG



The ultimate boss of the post-ending content is a Cogna from another dimension called XG (you might be able to guess what it is and what XG stands for if you're a fan of older Square Enix games). To start, it's advisable that your average party level is at least 75 to 80 and that you have access to Protect and Haste, as well as several wobblestoppers, phoenix pinions, and hi-ethers. Hopefully you've been saving your mega potions and megalixirs for this epic encounter. They definitely come in handy for the latter portions of the battle.

XG's magic and defense ratings are extremely high. For reference, XG has close to 100,000 HP, and you need around 1300 Strength for your normal attack to deal 600 to 700 damage. Expect a relatively lengthy battle.

It has access to three devastating elemental attacks: Flaming Hell, Raigeki, and Kishin. Its dark attack, Kishin, is the most dangerous, so building your stacks to have at least 100 dark resistance each is almost a necessity (being able to absorb it completely makes this encounter much easier).

Absorb
10060
13144
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4

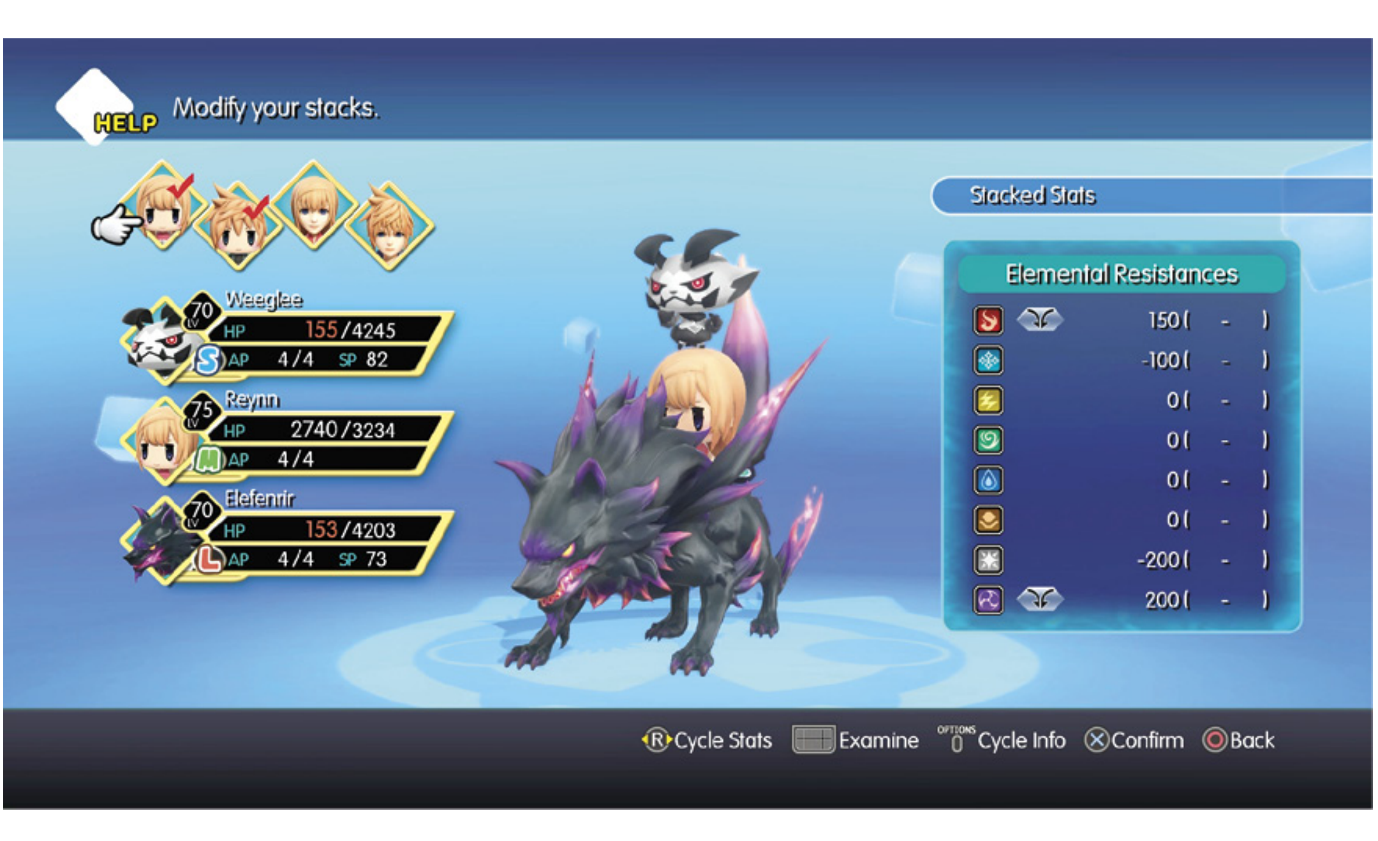
If XG's Kishin attack scores a critical hit on a stack without a positive dark resistance, it can deal up to 20,000 damage! This can instantly end the battle.

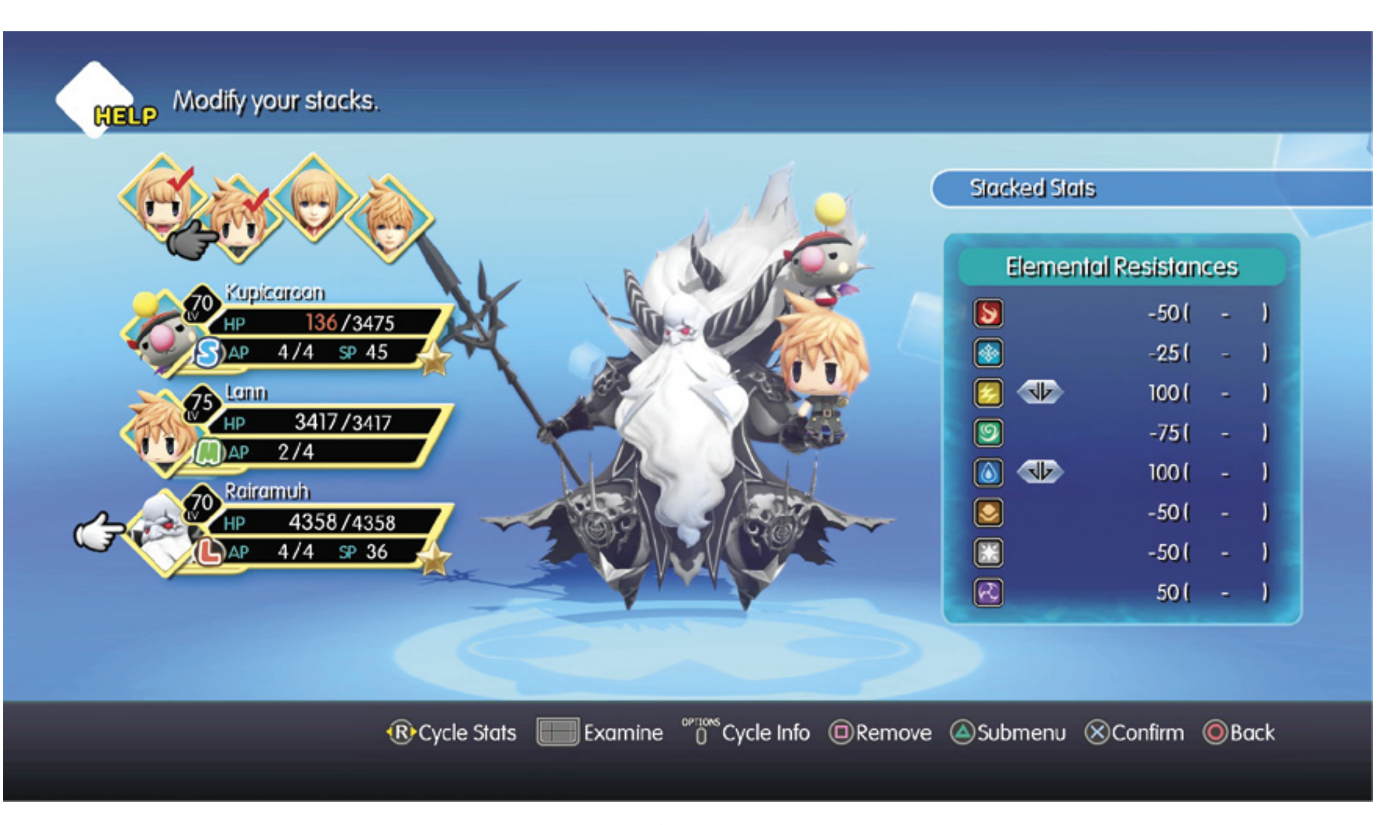
Its other two elemental attacks are less devastating, but they still pack a mean punch. Flaming Hell deals magic fire damage to all of your party members. It can be reflected, but it's usually not worth casting Reflect on your party since you can't reflect Kishin or Raigeki (while unable to cast Cura or Curaga on your Reflected allies).

Raigeki is a single-target, physical, thunder-based ability. Although it's not completely necessary to add both fire and thunder resistance to your stacks, you should aim to at least not be vulnerable to either element. It's also highly recommended that you have access to Protect (with Protect stones, preferably) to mitigate the damage from XG's physical attacks. Shell is optional but does help against Flaming Hell if you aren't particularly fire resistant.

The following is a strong sample party build for XG:

A weeglee, a Lilikin-form Mirage Keeper, and an elefenrir for one stack. For the second stack, a kupicaroon (or joult), the other twin in Lilikin form, and a rairamuh.





This should leave you with high resistance ratings against XG's special abilities and enough absorption to heal you fully when it uses Kishin.

As long as your stacks are enhanced with Protect, are absorbing incoming dark damage, and are resilient to thunder and fire, this encounter is entirely manageable for a Level 75-80 party. You should be able to heal through most of the physical, fire, and thunder damage coming through with Curaga and Cura. Keep your party members sped up with Haste, and chip away at XG with your strongest attacks. It's not weak to anything in particular, but a Bravery-boosted Kuparrr! ability can dish out a lot of damage since it's extremely AP-efficient against single enemies. You can opt to swap out kupicaroon with a more fire-resistant Mirage for better survivability, though.

Additionally, strategic use of Champion Gauge can help significantly when used at the beginning of the encounter. The Warrior of Light summon provides one instance of Defense ↑, up to a total of three. In conjunction with Protect, this should give you adequate survivability against XG's physical attacks, especially when its HP is low. You can use other medals, too, depending on your strategy.

As you inflict more damage to XG, its strength increases, so its physical-based abilities like Raigeki, Kishin, and normal attack damage increase throughout the fight. It's imperative that you keep Protect and healing your party up to full throughout. One mistake can cause an unrecoverable snowball effect if you don't have a mega phoenix available. An alternate method is to save your Champion Gauge for the last 30% or so and unleash as much damage as possible in a short time frame. Summoning Tifa three times in a row can be very effective and (for the most part) ensures victory if XG has around 30,000 HP left. If XG is still alive, you have Strength ↑ x 3 applied to your party, so you should be able to finish it off.

Defeating the Cogna rewards you with **Girl's Diary, Entry 15** (the final entry) and an **XG eldbox**. An Exit Gate appears after the battle, which you can use to get back home. Congratulations on completing the EX dungeons!

ALTERNATIVE PARTY COMPOSITIONS

Gravity
13578
6
8569
2

With the help of the comprehensive tools (like elemental resistance stacking, ability seeds, resistance seeds, mirajewels, etc.), there are a plethora of builds and setups you can develop in order to overcome difficult encounters in the game. Your party compositions can be so efficient that you can trivialize even the most challenging encounters.

14913
13578
12
12823
2

The following is a sample setup you can try out if you're having trouble with the EX dungeons content (particularly, the bosses). This setup primarily revolves around Mirages that can be obtained much earlier in the story and effectively using ability resistance seeds (which can be purchased from the Girl).

Stack one: joult, blood eye, and buer. Bolster this stack with two Fire Resistance+ seeds, a Cura seed, a Curaga seed, a Blizzaga seed, and a Protect seed.

Stack two: imp, nightmare, and elefenrir. Buy two Thunder Resistance+ seeds for this stack and then fill in the rest of the Blank Spaces with essentially anything you want.

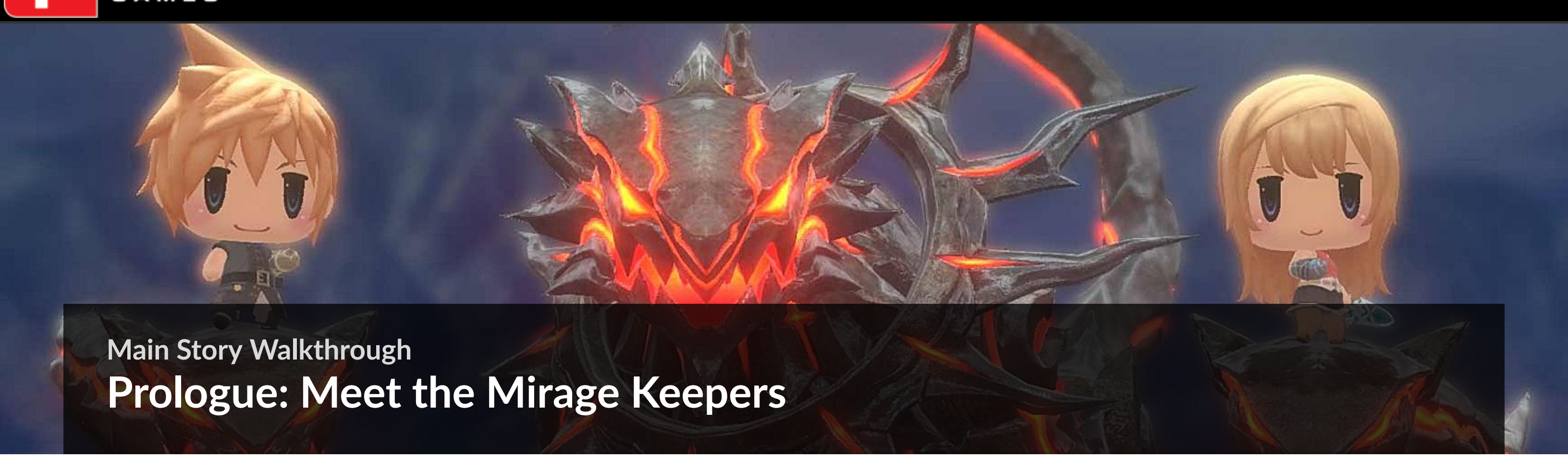
This party composition possesses everything you need to defeat the bosses of EX Dungeon B and C since they have high-strength topple abilities—Misdirection, Helldiver, and Lunge. Additionally, these stacks have access to Firaga (for the rairamuh stack) and blizzaga (for the gleefrit stack), so you should have no problem with follow-up damage after toppling these two enemy stacks.

This party build is essentially built to destroy XG. The first stack (with the buer base), is used to support the second stack by keeping magical enhancements on the team while the second stack, the one containing a nightmare Mirage, is used to repeatedly cast Gravity on XG.

Absorb
1976
13578
12
9323
3

Since your elemental resistance makeup is fine-tuned for this encounter, incoming damage is practically negated and often absorbed, with any damage coming through easily healed with Cura and Curaga.

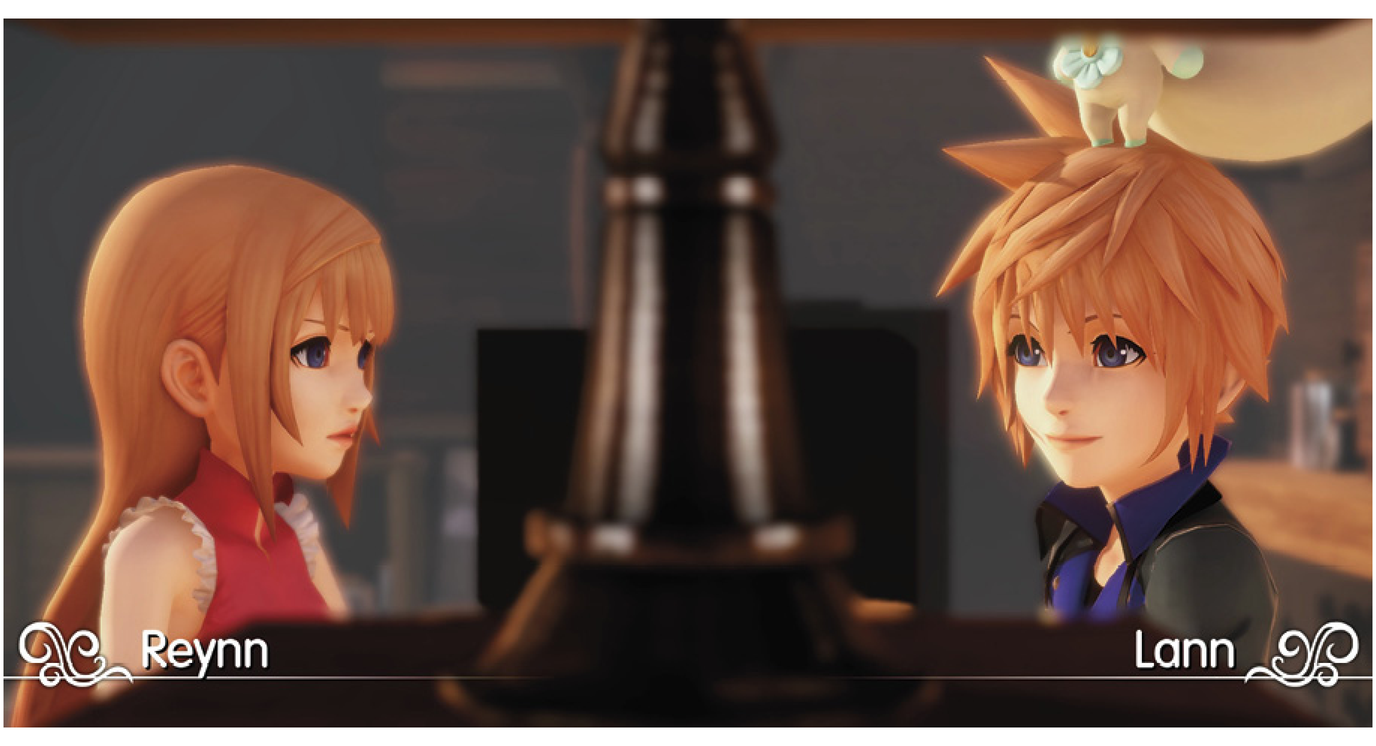
The only remaining threat is becoming toppled by physical attacks, so be sure to use wobblestoppers when your stacks are in danger of collapsing.



Main Story Walkthrough

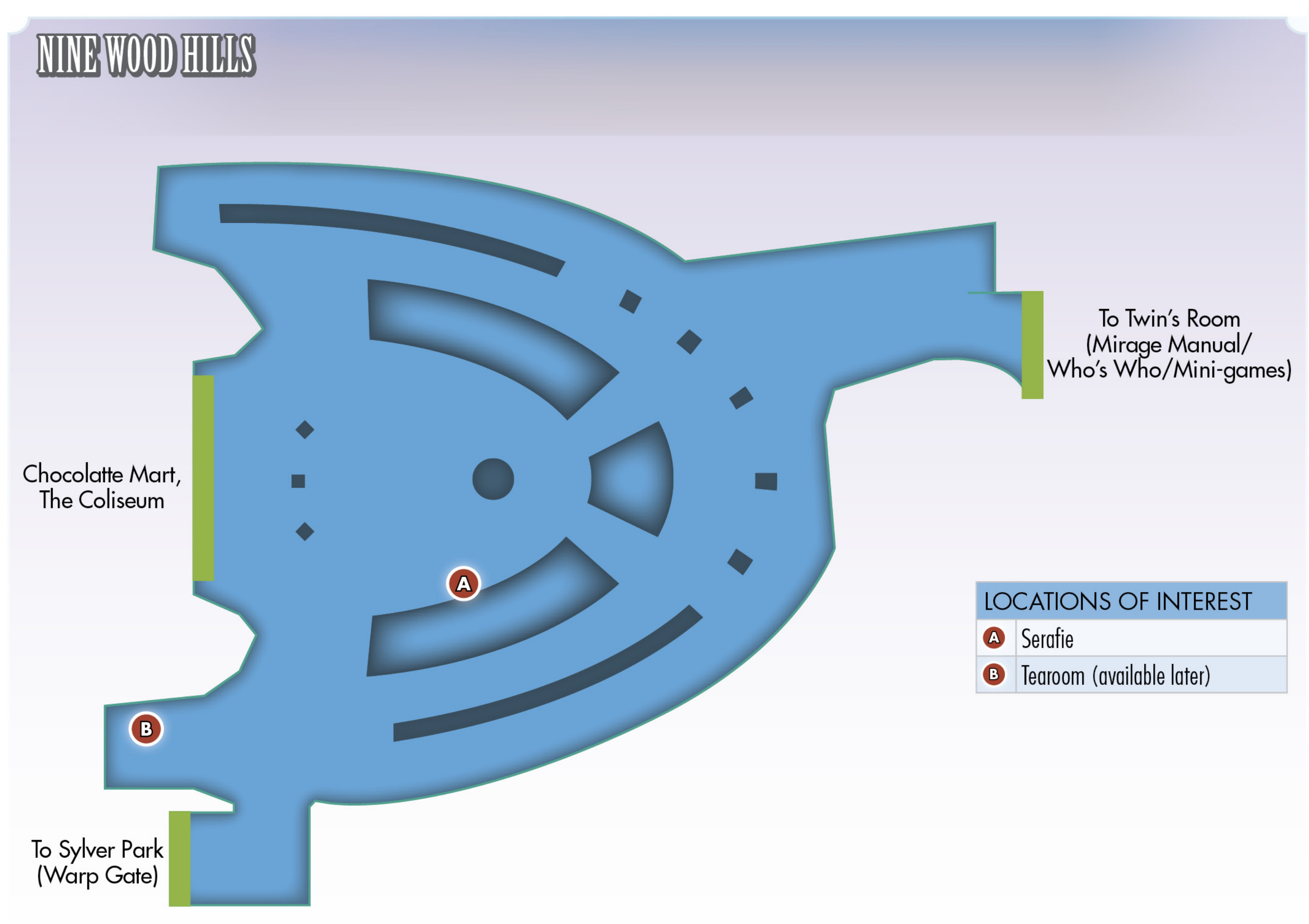
Prologue: Meet the Mirage Keepers

After a cryptic flashback, the adventure of Reynn and Lann begins. For reasons unknown, these twins are blessed with extraordinary powers but have lost their memories. Thankfully, they're met and aided by a wise stranger and an adorable fox.



Tama
Salu-the-tations! The name is Tama and I'm the-here to help out. Does anyone the-have any questions?

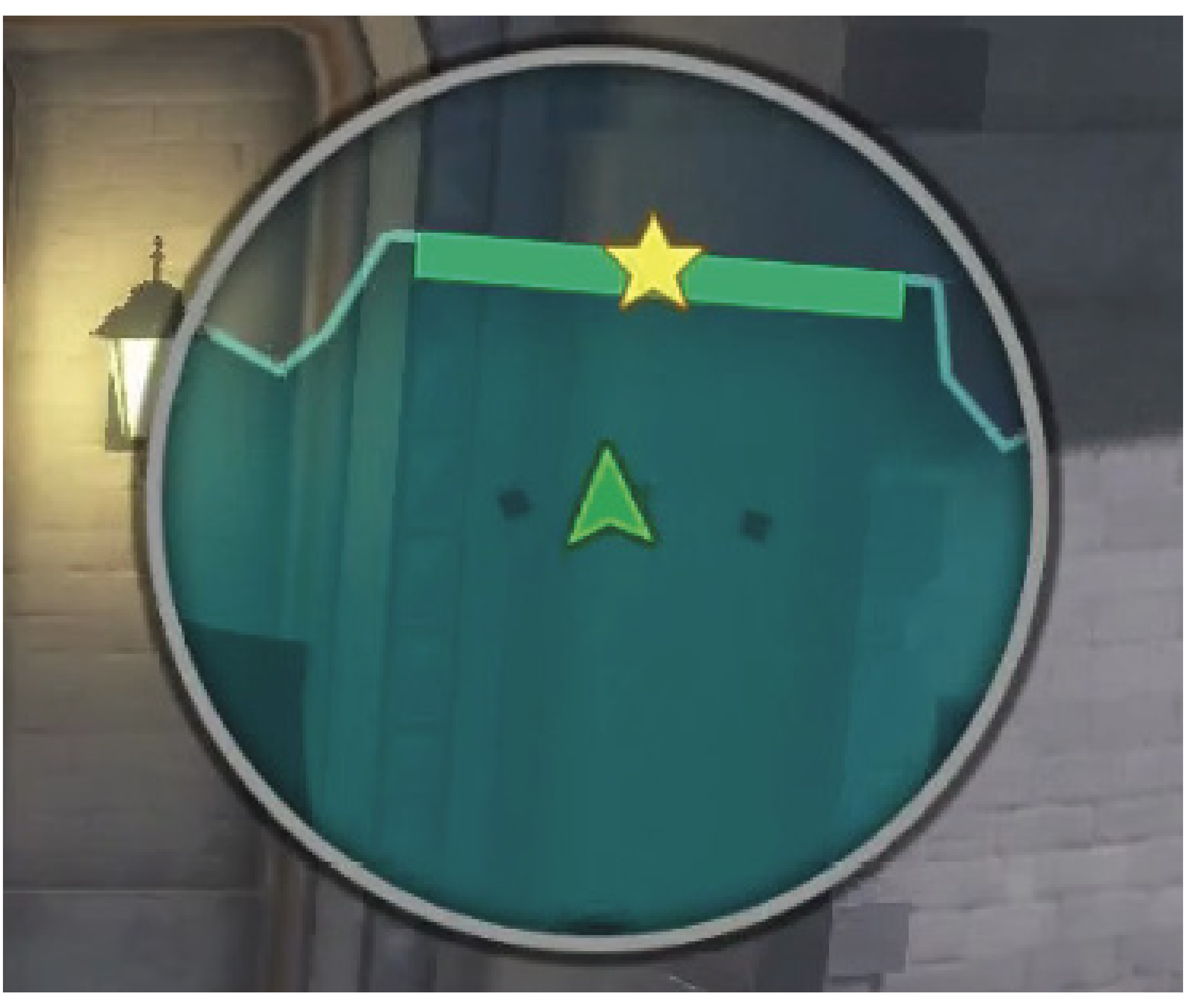
Action Checklist
1. Navigate to the coffee shop in North Promenade
2. Learn the basics of battle


NINE WOOD HILLS
To Twin's Room (Mirage Manual/ Who's Who/Mini-games)
Chocolatte Mart, The Coliseum
To Sylver Park (Warp Gate)
A
B

LOCATIONS OF INTEREST	
A	Serafie
B	Tearoom (available later)

LEARN THE BASICS

Following the captivating opening cutscene, you take control of a waking Lann, one of the two main protagonists. Don't mind the cute foxlike creature sitting atop of his head for now. Lann needs to get to work, so navigate your way to the coffee shop located in North Promenade. Note your mini-map in the top right of the user interface, as well as the full map that you can display by pressing the clickable touch pad button on the PS4 (or the SELECT button on PS Vita). A star indicates the main story's destination marker.



From Plaza 99, walk to the entrance of North Promenade and press the ⊗ button to enter. Continue onward and enter the coffee shop at the end of the boulevard. At Nine Bean Coffee, a cutscene triggers, introducing you to several key characters. After some exposition from Enna Kros, Tama explains several of the game's core mechanics, including the battle system and the use of Mirages. Text tutorials regarding battle menus, action points (AP), and battle modes are presented throughout this tutorial battle, all of which you can refer to again later through the convenient **Tip Jar** menu. For in-depth system details, refer to the **The Mechanics of Grymoire** chapter of this book.

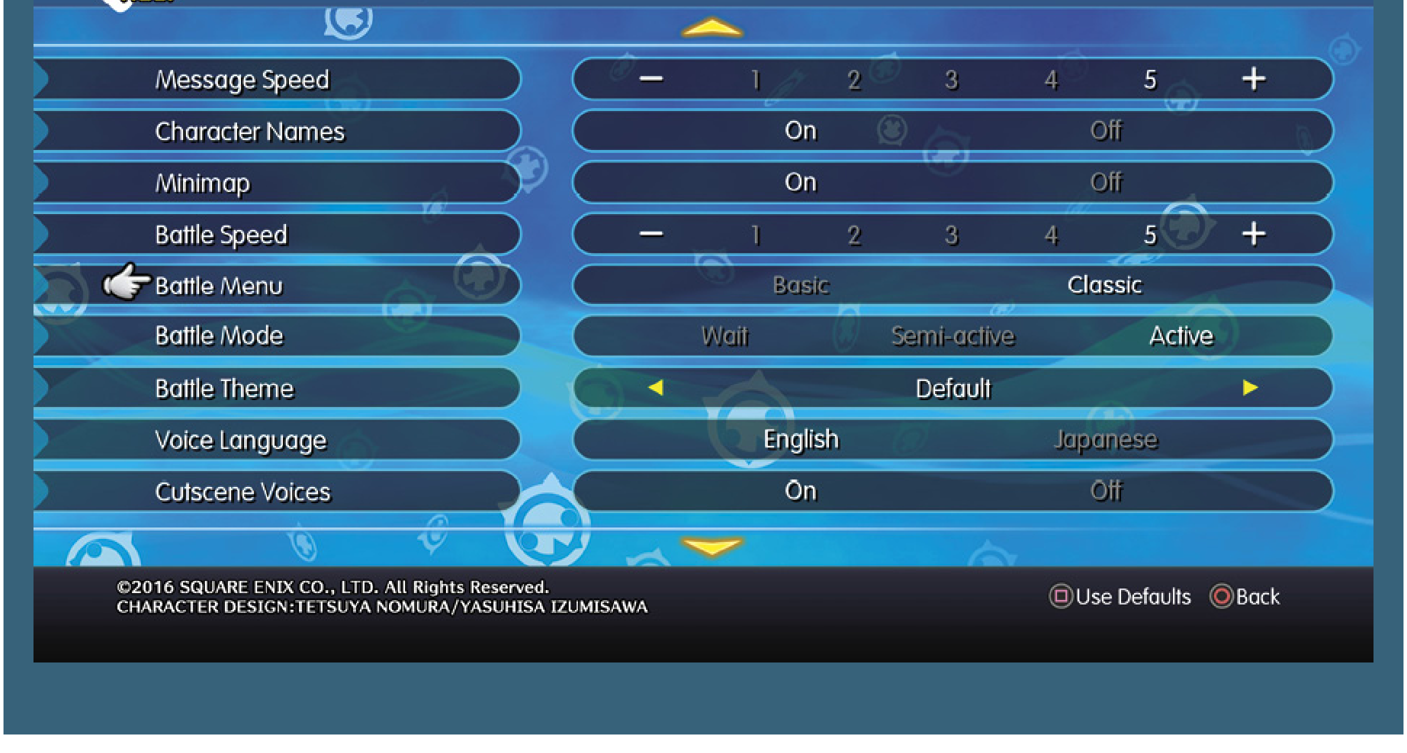
Enna Kros
There, just beyond this light, lies another world called "Grymoire."

After the combat tutorial, Enna Kros presents our heroes to the world of Grymoire. By traveling to this realm, Lann and Reynn can collect Mirages in order to recover their lost memories in hopes of unraveling the mysteries that are their lives.

BATTLE MENUS: BASIC VERSUS CLASSIC

World of Final Fantasy introduces a sleek new combat interface called the Basic Battle menu, aimed toward making issuing commands convenient and quick. Available abilities are assigned to each of the four face buttons: △, ▢, ○, and ⊗.

However, a few actions (like using items) can only be performed by using the classic menu because it provides a complete list of available commands. You can toggle the menu type during battle by pressing the L1 button. Additionally, you can change the default menu type through the in-game settings under the Config option in the game menu. If you're more comfortable with the old-style menus from the original Final Fantasy games or simply like having all of the options available, switch the default menu to the classic type.



HELP Choose the menu layout you start battles with.

Message Speed: – 1 2 3 4 5 +
Character Names: On Off
Minimap: On Off
Battle Speed: – 1 2 3 4 5 +
Battle Menu: Basic Classic
Battle Mode: Wait Semi-active Active
Battle Theme: ◀ Default ▶
Voice Language: English Japanese
Cutscene Voices: On Off

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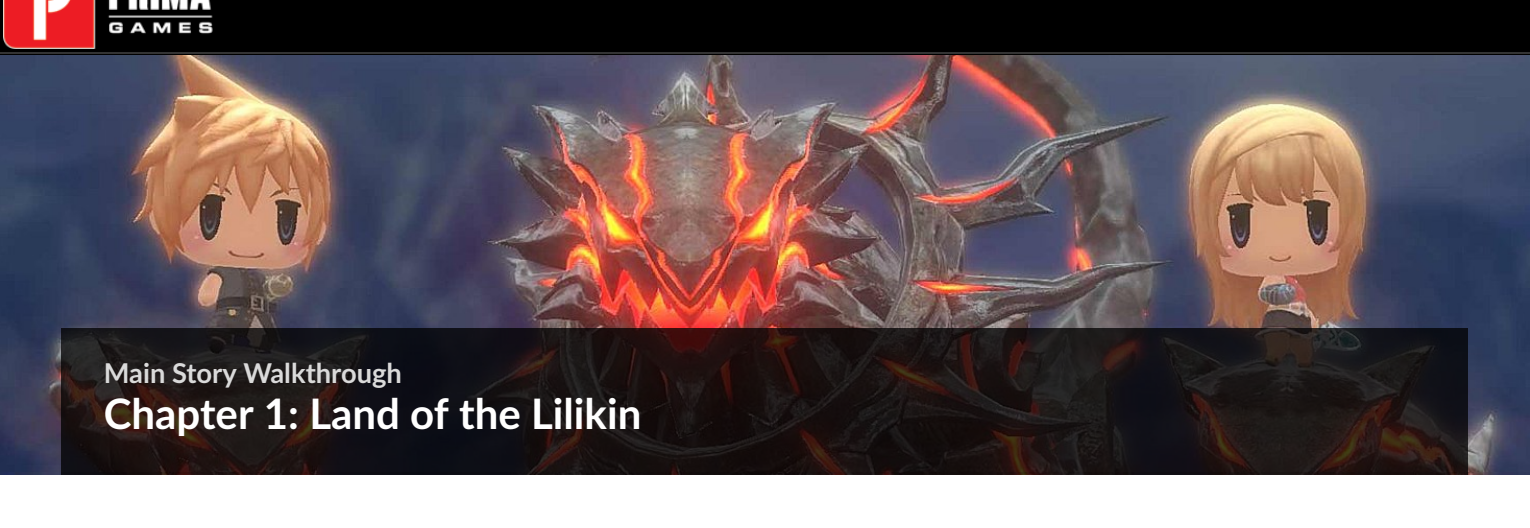
CHARACTER DESIGN:TETSUYA NOMURA/YASUHISA IZUMISAWA



Main Story Walkthrough

Chapter 1: Land of the Lilikin

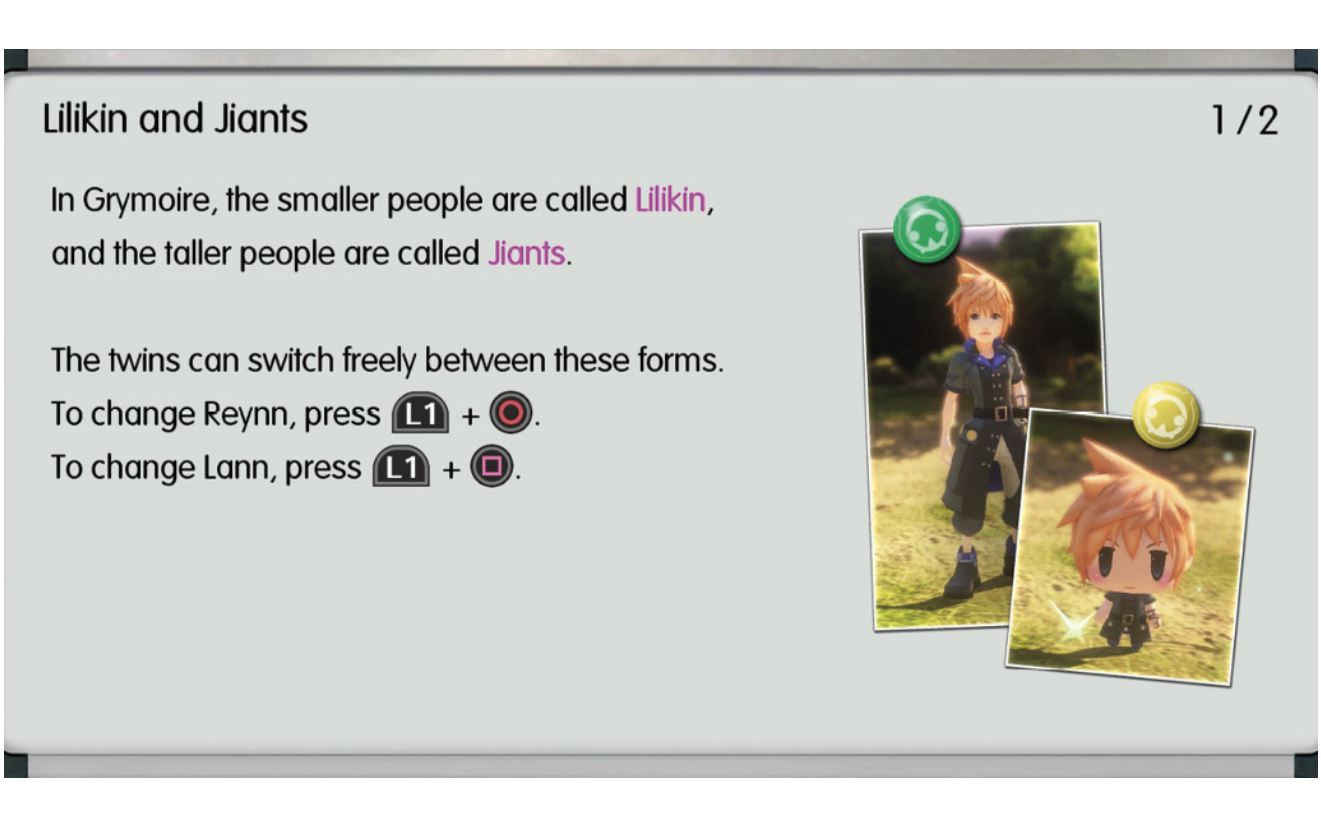
The interdimensional gate from Sylver Park sends the twins to Wellspring Woods, a location within Grymoire. Thanks to Enna Kros's foresight, Lann and Reynn have been transformed into miniature versions of themselves so they can blend in with the locals. Here, they continue with their search of Mirages while they learn more about the world of Grymoire.

Lann
I know, we look ridiculous!

Action Checklist
1. Imprism a chocochick
2. Obtain a lusterleaf key item
3. Give the lusterleaf to the Gimme Golem
4. Learn about murkrifts and take a lesson in death
5. Visit Chocolatte in North Promenade
6. Meet Serafie and obtain a sylph prismarium
7. Return to Wellspring Woods
8. Enter Bridge Overlook

CATCH A CHOCOCHICK AND APPEASE THE GIMME GOLEM

After a humorous exchange between the Lilikin versions of Lann and Reynn, you're presented with two more text tips. The first tutorial explains Lann and Reynn's ability to switch between Jiant and Lilikin forms. While out of combat, pressing **L1+** ● toggles Reynn's form, whereas **L1+** ■ toggles Lann's.



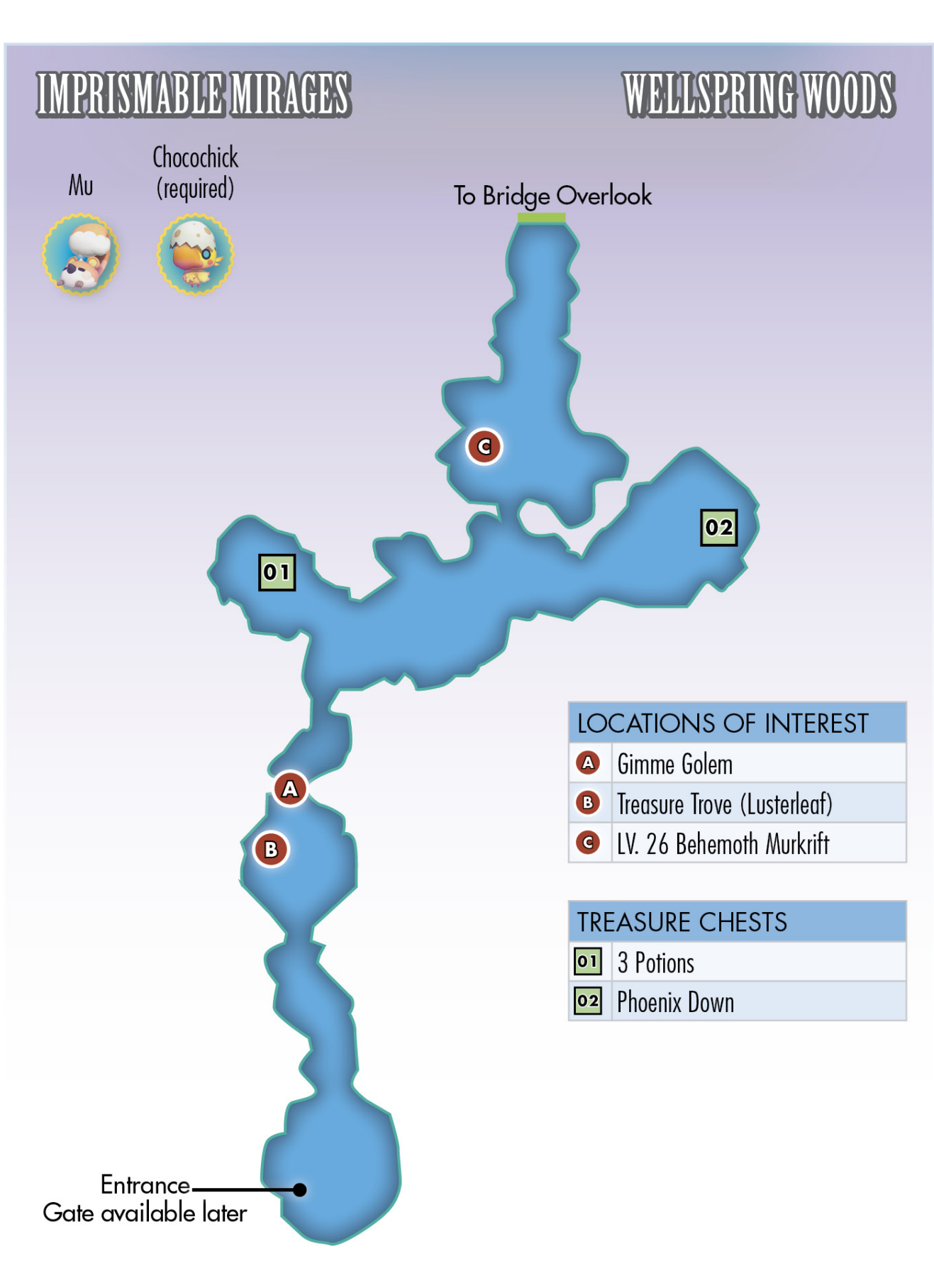
Lilikin and Jiants 1/2

In Grymoire, the smaller people are called Lilikin, and the taller people are called Jiants.

The twins can switch freely between these forms.
To change Reynn, press L1 + ○.
To change Lann, press L1 + □.

The tutorial tip displayed afterward explains the Tip Jar. Whenever you have a question regarding a certain game mechanic, you can take a peek into the Tip Jar.

Continue exploring the Wellspring Woods by heading north. There's a familiar-looking creature just up ahead! Walk up to the chocochick for another battle tutorial concerning imprisming Mirages and prismtunities.

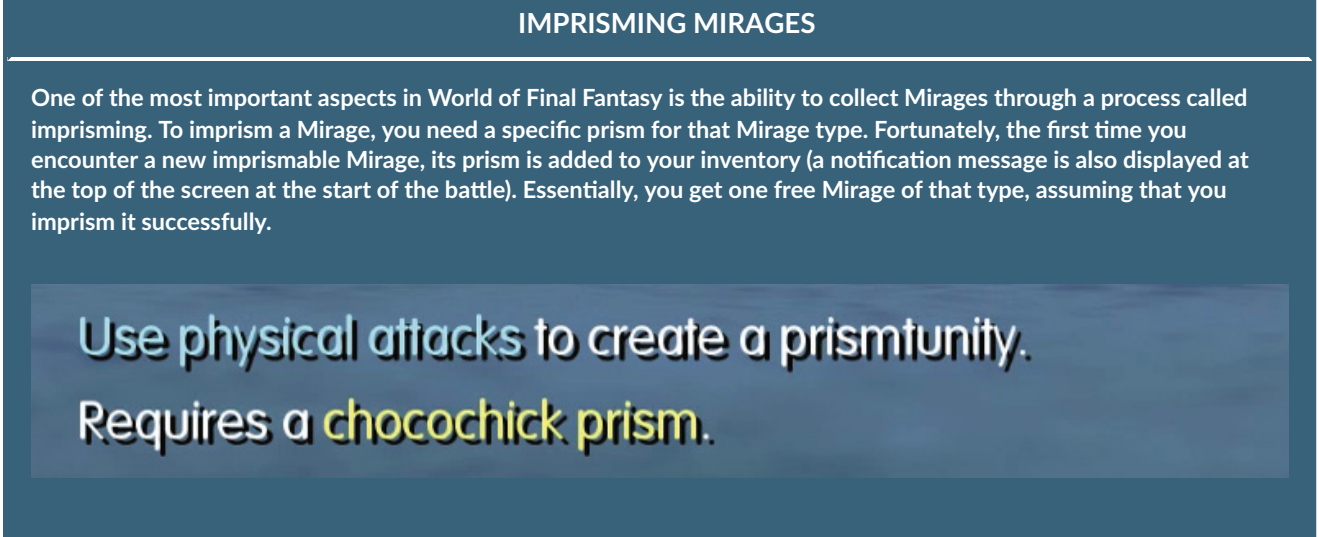


LOCATIONS OF INTEREST	
A	Gimme Golem
B	Treasure Trove (Lusterleaf)
C	LV. 26 Behemoth Murkrift

TREASURE CHESTS	
01	3 Potions
02	Phoenix Down

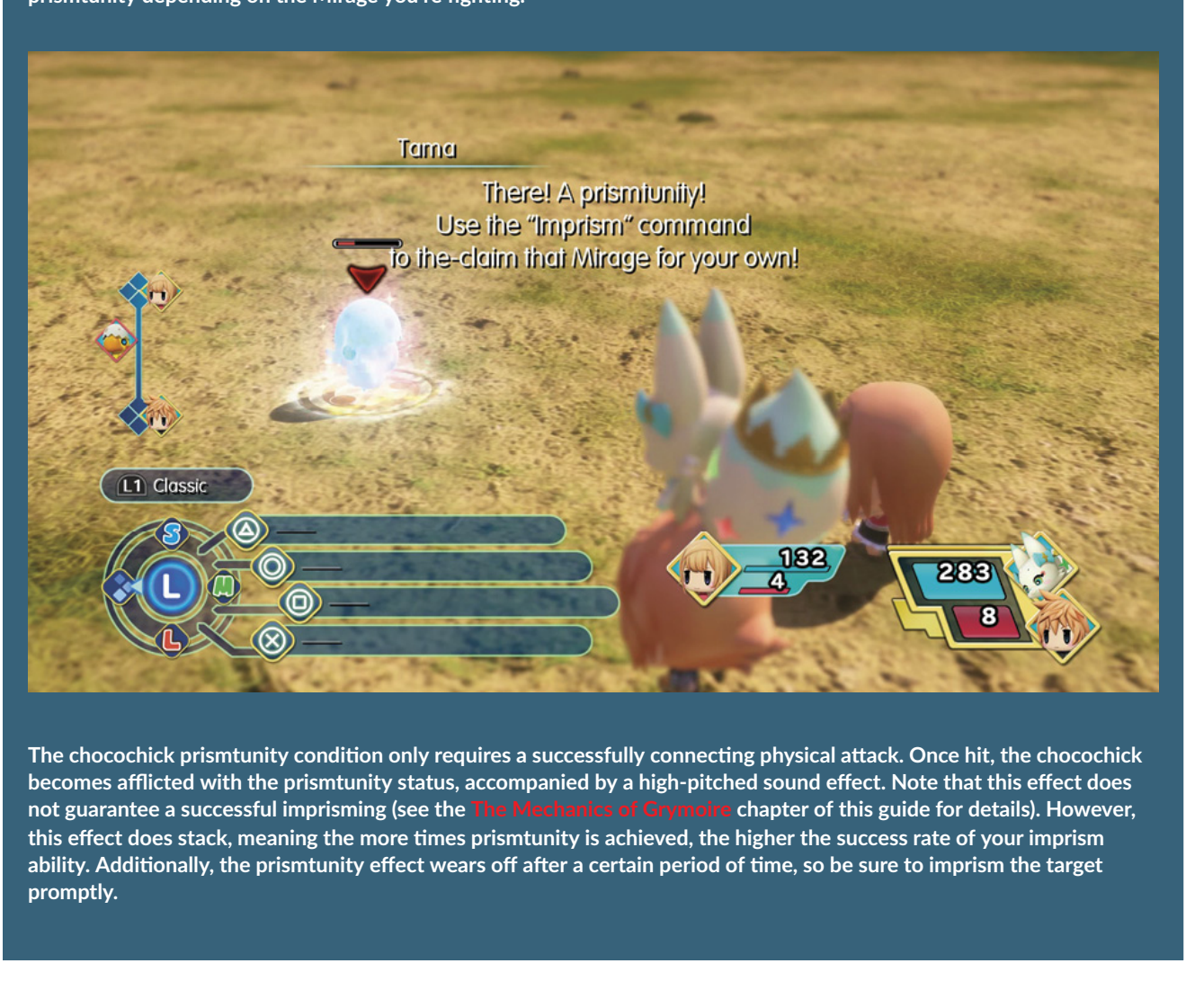
IMPRISMING MIRAGES

One of the most important aspects in World of Final Fantasy is the ability to collect Mirages through a process called imprisming. To imprism a Mirage, you need a specific prism for that Mirage type. Fortunately, the first time you encounter a new imprismable Mirage, its prism is added to your inventory (a notification message is also displayed at the top of the screen at the start of the battle). Essentially, you get one free Mirage of that type, assuming that you imprism it successfully.



Use physical attacks to create a prismtunity.
Requires a chocochick prism.

Next, you must weaken the Mirage to cause it to lower its guard so you can imprism it. This is called a prismtunity (the state in which the Mirage is weakened enough to be imprismed), and there are varying conditions to create a prismtunity depending on the Mirage you're fighting.

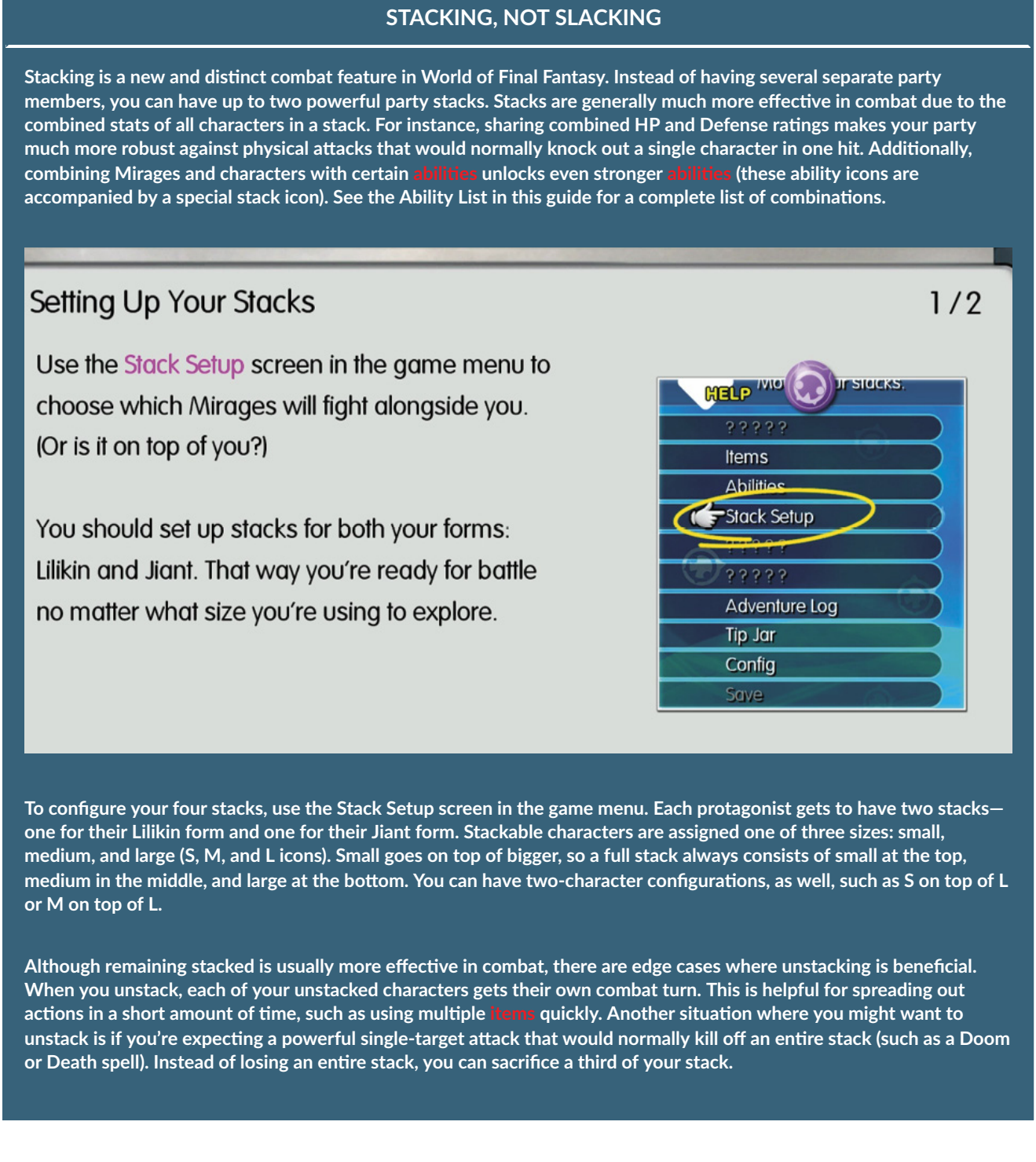

Tama
There! A prismtunity!
Use the "Imprism" command
to the-claim that Mirage for your own!
L1 Classic
132
4
283
8

The chocochick prismtunity condition only requires a successfully connecting physical attack. Once hit, the chocochick becomes afflicted with the prismtunity status, accompanied by a high-pitched sound effect. Note that this effect does not guarantee a successful imprisming (see the The Mechanics of Grymoire chapter of this guide for details). However, this effect does stack, meaning the more times prismtunity is achieved, the higher the success rate of your imprism ability. Additionally, the prismtunity effect wears off after a certain period of time, so be sure to imprism the target promptly.

After imprisming your first Mirage, you get to name it and keep it in its own prismarium. To utilize your new Mirage, you need to learn about "stacking," which Tama graciously explains next. For now, you only have a couple of small Mirages stacked on top of medium or large characters. When medium- and large-sized Mirages become accessible later on, you'll get to fully fill out your stacks.

STACKING, NOT SLACKING

Stacking is a new and distinct combat feature in World of Final Fantasy. Instead of having several separate party members, you can have up to two powerful party stacks. Stacks are generally much more effective in combat due to the combined stats of all characters in a stack. For instance, sharing combined HP and Defense ratings makes your party much more robust against physical attacks that would normally knock out a single character in one hit. Additionally, combining Mirages and characters with certain abilities unlocks even stronger abilities (these ability icons are accompanied by a special stack icon). See the Ability List in this guide for a complete list of combinations.



Setting Up Your Stacks 1/2

Use the Stack Setup screen in the game menu to choose which Mirages will fight alongside you. (Or is it on top of you?)

You should set up stacks for both your forms: Lilikin and Jiant. That way you're ready for battle no matter what size you're using to explore.

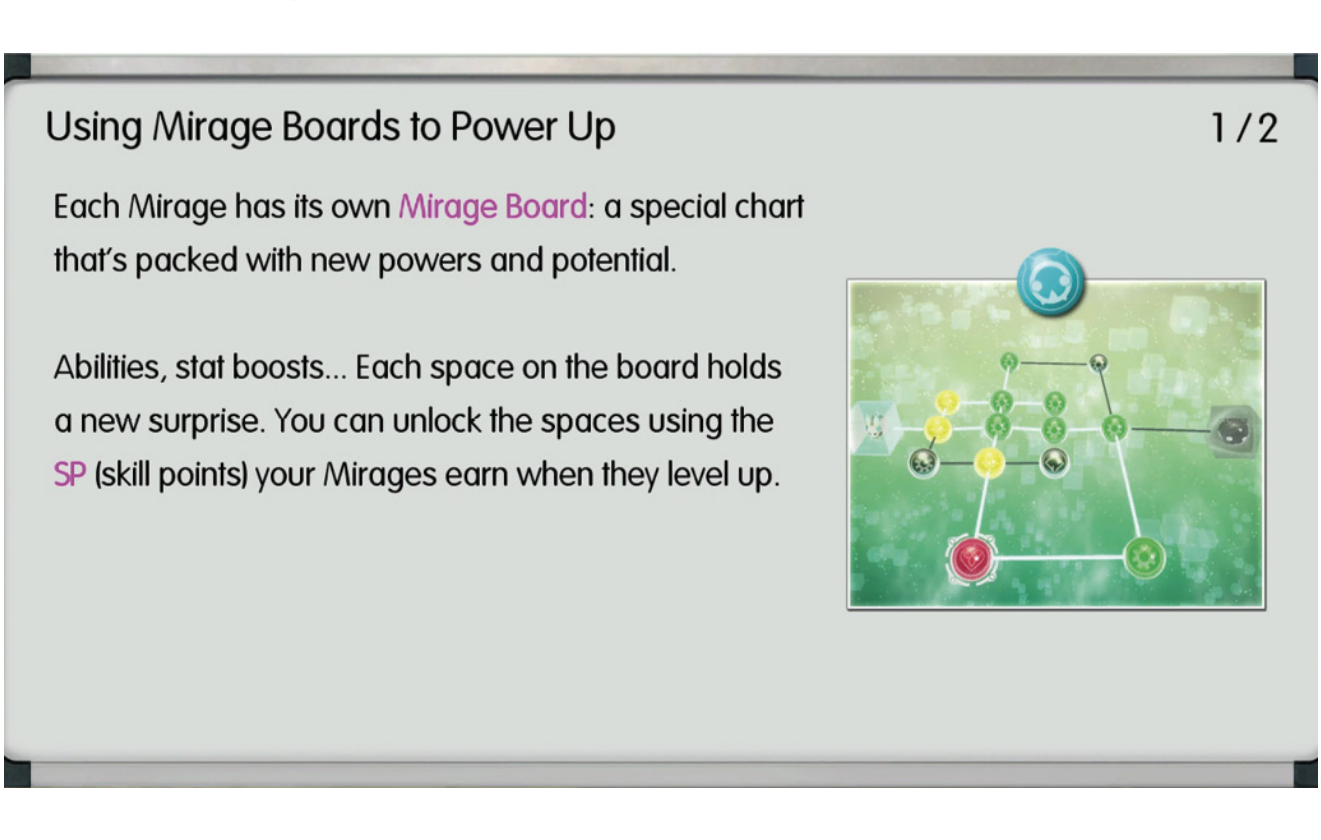
To configure your four stacks, use the Stack Setup screen in the game menu. Each protagonist gets to have two stacks—one for their Lilikin form and one for their Jiant form. Stackable characters are assigned one of three sizes: small, medium, and large (S, M, and L icons). Small goes on top of bigger, so a full stack always consists of small at the top, medium in the middle, and large at the bottom. You can have two-character configurations, as well, such as S on top of L or M on top of L.

Although remaining stacked is usually more effective in combat, there are edge cases where unstacking is beneficial. When you unstack, each of your unstacked characters gets their own combat turn. This is helpful for spreading out actions in a short amount of time, such as using multiple items quickly. Another situation where you might want to unstack is if you're expecting a powerful single-target attack that would normally kill off an entire stack (such as a Doom or Death spell). Instead of losing an entire stack, you can sacrifice a third of your stack.

After your lesson in stacking, keep trekking forward until you encounter a unique-looking Mirage blockade. Tama explains that the object is a Gimme Golem, a pest that blocks your path until it's appeased. Interact with it to see what it wants. This one apparently wants a lusterleaf.

You see a lusterleaf reflected in its eye...

Whatever lusterleaf is, it's time to find one. To do so, Tama has a few more lessons for you to learn first, so a text tip regarding Mirage Boards is presented (a leveling system similar to the Crystarium system from the Final Fantasy XIII series). See the **The Mechanics of Grymoire** chapter for further details.



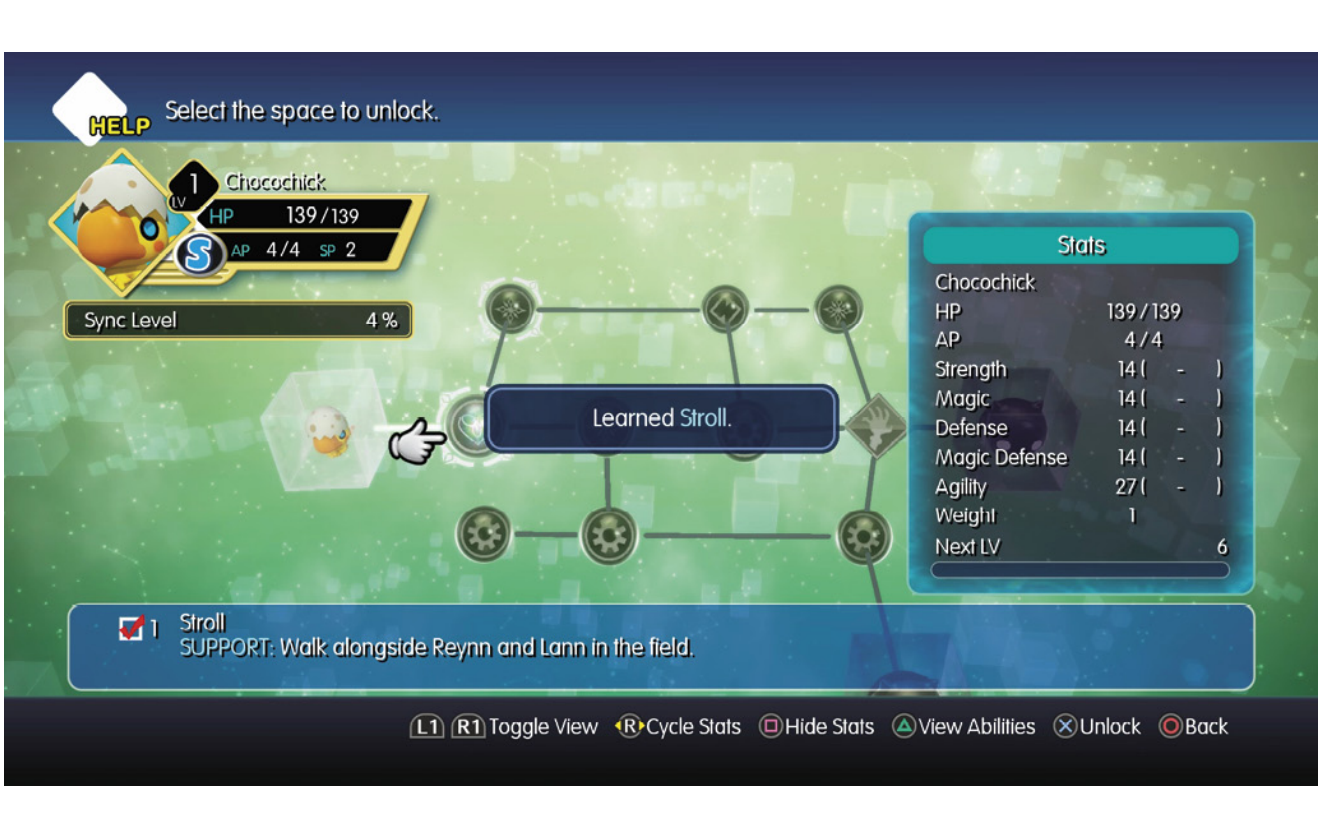
Using Mirage Boards to Power Up 1/2

Each Mirage has its own Mirage Board: a special chart that's packed with new powers and potential.

Abilities, stat boosts... Each space on the board holds a new surprise. You can unlock the spaces using the SP (skill points) your Mirages earn when they level up.

After the Mirage Board text tutorial, another one pops up explaining the Stroll support ability. Mirages with the Stroll ability unlocked can be activated and will appear running alongside the twins while on the field. These supportive Mirages can uncover hidden items called Treasure Troves. The type of items found in the Treasure Troves can vary.

For now, since you're looking for the lusterleaf key item and your new chocochick companion can sniff one out for you, unlock the Stroll ability on the chocochick's Mirage Board through the game menu.



Select the space to unlock.

Chocochick: LV 1, HP 139/139, AP 4/4, SP 2

Sync Level 4%

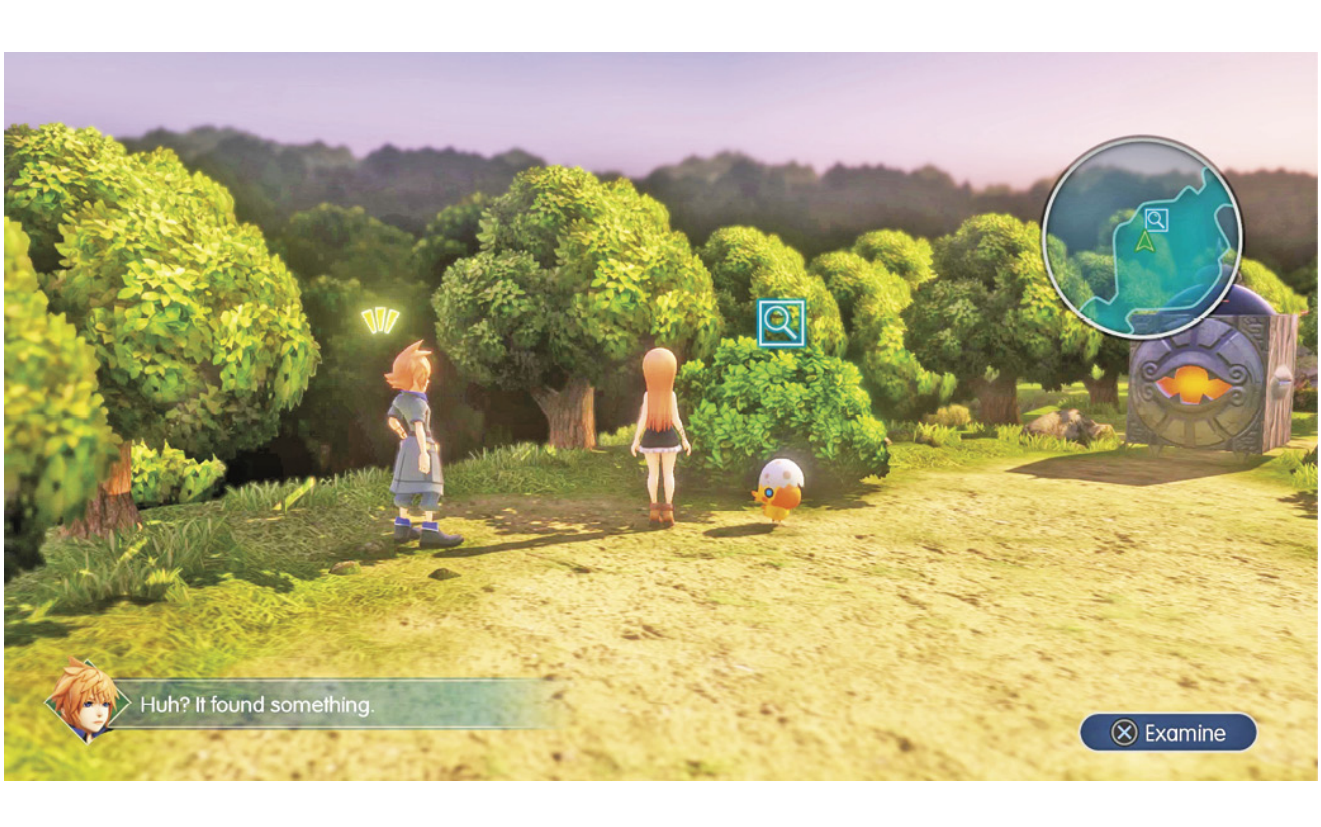
Learned Stroll.

Stats	
Chocochick	
HP	139 / 139
AP	4 / 4
Strength	14 (-)
Magic	14 (-)
Defense	14 (-)
Magic Defense	14 (-)
Agility	27 (-)
Weight	1
Next LV	6

1 Stroll
SUPPORT: Walk alongside Reynn and Lann in the field.

Now that you have a chocochick by your side, backtrack slightly southwest from the Gimme Golem. There's a bush in this area that your chocochick can investigate to uncover an item. All you have to do is walk by it with your chocochick. When the magnifying glass icon appears over the bush, get next to it and press ⊗ to retrieve the lusterleaf.

Now you can fulfill the Gimme Golem's request and move to the next portion of the map. Remember this process of retrieving a key item to proceed to another area, since it's repeated frequently throughout the course of the game.



LIFE AND DEATH LESSONS

Keep running along the linear path north until you reach an alcove with a treasure chest in it. Open the chest to obtain **three potions**.

Turn around and continue east into another cul-de-sac with yet another treasure chest. Plunder the chest to obtain some **phoenix down**. As in other Final Fantasy titles, these iconic feathers resurrect your knocked-out party members during battle—and not just one of them, all of them!

Obtained some phoenix down.

Exit the alcove and take the north path instead. Here, you encounter what looks like a prismarium with a pair of red eyes inside. Looks dangerous! As Tama begins to explain its contents, Lann jumps in.

Before the battle begins, a text tutorial is displayed explaining how murkrifts generally contain extremely dangerous monsters that are usually above your power level. Thanks, Lann.

Lann
Uh...this one's not very cute.

Enna Kros
Oh no! Did you two die already?

Fight the behemoth as you would any other Mirage, because frankly, it doesn't matter what you do here. Eventually, the behemoth lands its devastating attacks on your characters to instantly kill them. When the party is slain by the vicious beast, a cutscene plays with Reynn and Lann returning to Sylver Park, where Enna Kros and Tama explain the rules of dying. Unlike most Final Fantasy titles, dying does not end the game (except inside the threshold of certain boss Mirages). The only downside is that you're kicked out of Grymoire and returned back home to Nine Wood Hills.

After the text tip, Enna Kros mentions a guest residing in North Promenade. While you're around, you might as well check to see who it is, so head on over there and meet your new items dealer.

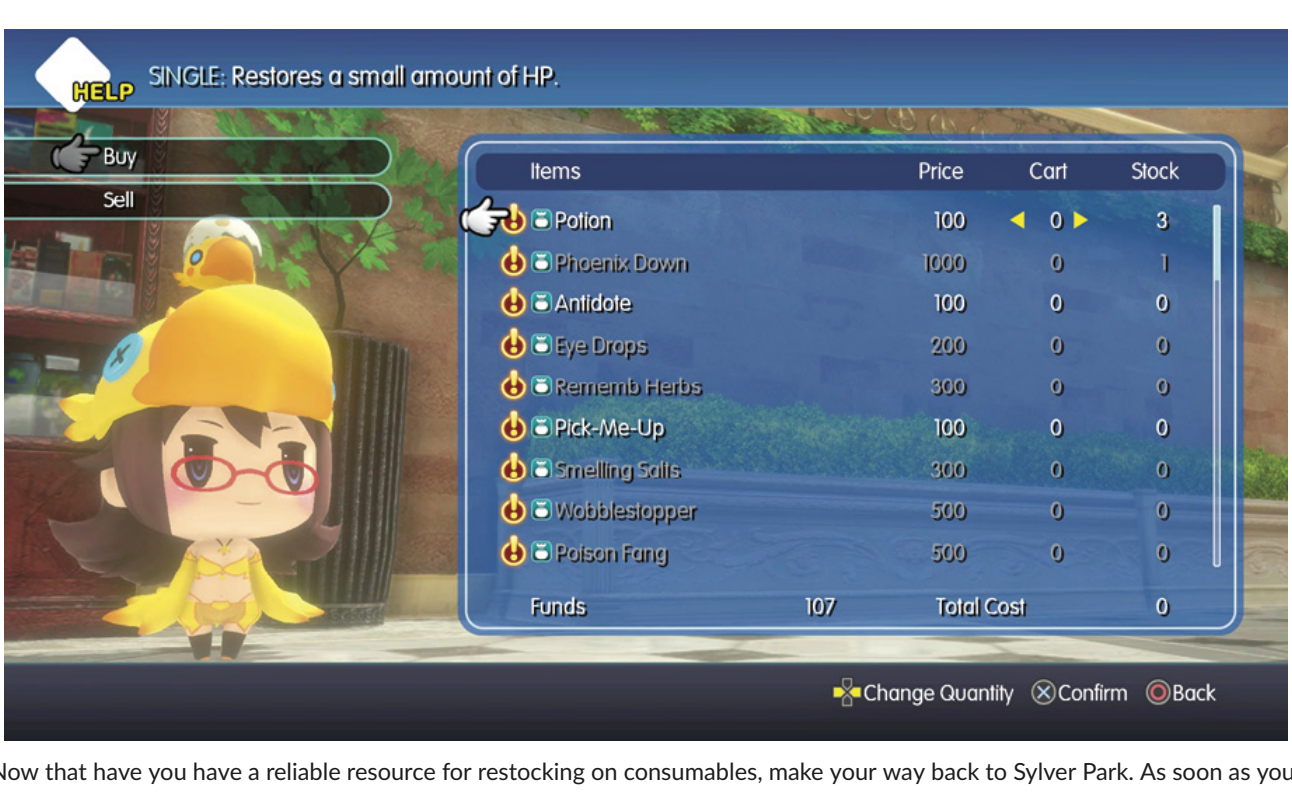
CHOCOLATTE MART

Items	Price
Potion	100
Phoenix Down	1000
Antidote	100
Eye Drops	200
Rememb Herbs	300
Pick-Me-Up	100
Smelling Salts	300
Wobblestopper	500
Poison Fang	500
Dream Powder	600
Loco Weed	800
Flash Bomb	600
War Gong	700
Lethean Chime	800
Seraphone	3000

Talk to the chocobo attire-wearing Lilikin, who introduces herself as Chocolatte. Just like Chocolina from the Final Fantasy XIII series, she's a reliable shopkeeper who conveniently keeps an updated inventory for the protagonists. Remember to check back with her regularly; she's your one-stop shop for all sorts of useful items, including potions, restoratives, and ability seeds.

MEET CHOCOLATTE AND SERAFIE

Chocolatte



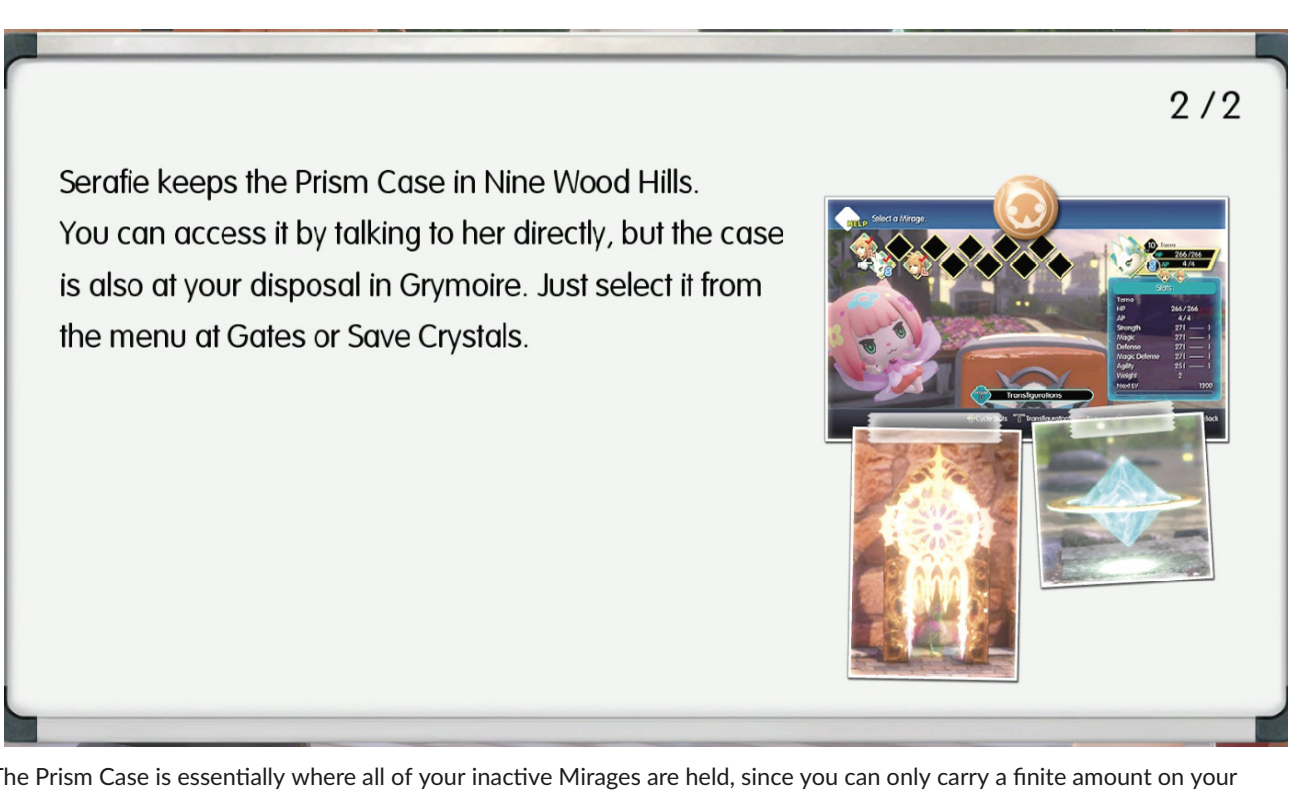
SINGLE: Restores a small amount of HP.

Items	Price	Cart	Stock
Potion	100	0	3
Phoenix Down	1000	0	1
Antidote	100	0	0
Eye Drops	200	0	0
Rememb Herbs	300	0	0
Pick-Me-Up	100	0	0
Smelling Salts	300	0	0
Wobblestopper	500	0	0
Poison Fang	500	0	0

Funds 107 Total Cost 0

Now that have you have a reliable resource for restocking on consumables, make your way back to Sylver Park. As soon as you enter Plaza 99, a cutscene triggers and introduces the party to yet another new ally, Serafie. Serafie is a "special" sylph with a penchant for hoarding, so she's your designated Prism Case handler, as explained in the popup text tutorial.

Serafie
Well, who's got you covered?
This pixie right here.



2 / 2

Serafie keeps the Prism Case in Nine Wood Hills. You can access it by talking to her directly, but the case is also at your disposal in Grymoire. Just select it from the menu at Gates or Save Crystals.

The Prism Case is essentially where all of your inactive Mirages are held, since you can only carry a finite amount on your adventure. You won't have to worry about managing your Prism Case until later, however, because you only have a handful of Mirages at this point. You can access the Prism Case by talking to Serafie in Plaza 99 or by interacting with either a Save Crystal or a Gate. Additionally, you can use a consumable item called a Seraphone anywhere in Grymoire to access the Prism Case in case of an emergency. However, they can be pricey in the earlier stages of the game when gil is more difficult to amass.

COMPLEMENTARY MIRAGE: SYLPH

As a bonus, Serafie gives you a sylph prismarium. You should have around three to four small-sized Mirages with you now, so take some time to browse their abilities and stats through the Mirage Board menu.

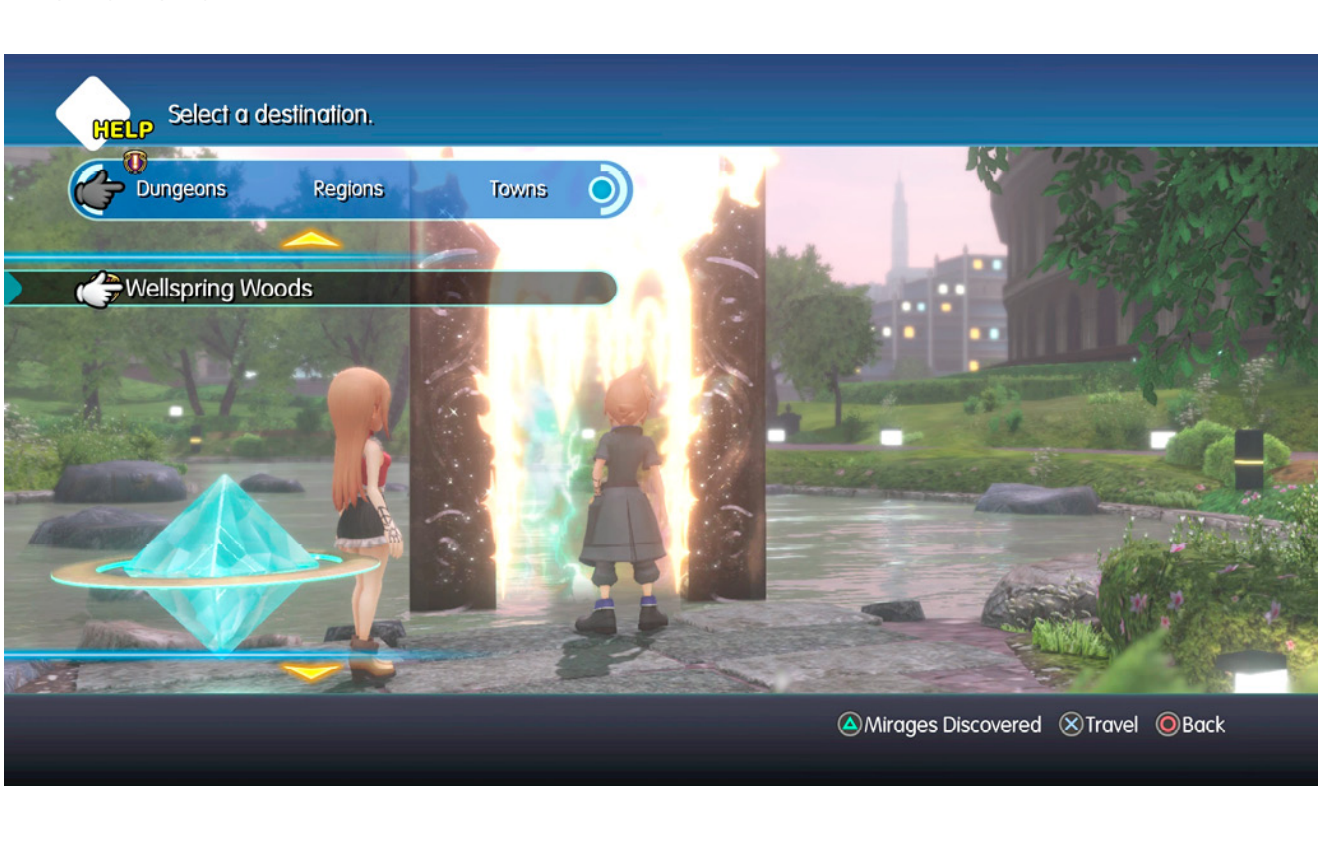
Now that you are finished here, it's time to resume your adventure in Grymoire. Return to Sylver Park to trigger a cutscene with Enna Kros. It seems her work with the twins is done for the time being, as she leaves her trust with Serafie and Tama. A text tip regarding skipping cutscenes is displayed as the cutscene ends.

Now is a good time to learn about Save Crystals. Interacting with the Save Crystal by the Gate activates a text tip (if it's the first Save Crystal you've activated). Save Crystals not only allow you to save your progress, but they instantly restore all of your HP and AP when touched. (You don't have to interact with the Save Crystal for the restoration; you only have to move onto it briefly.)

REYNN: We can return to Grymoire through the Main Gate in Sylver Park.

RETURN TO WELLSPRING WOODS

Activate the Gate in Sylver Park. From the interface here, you can travel to any location that you've visited during your adventures. Since you've only been to Wellspring Woods at this point in time, select it under the Dungeons category to transport your party there.



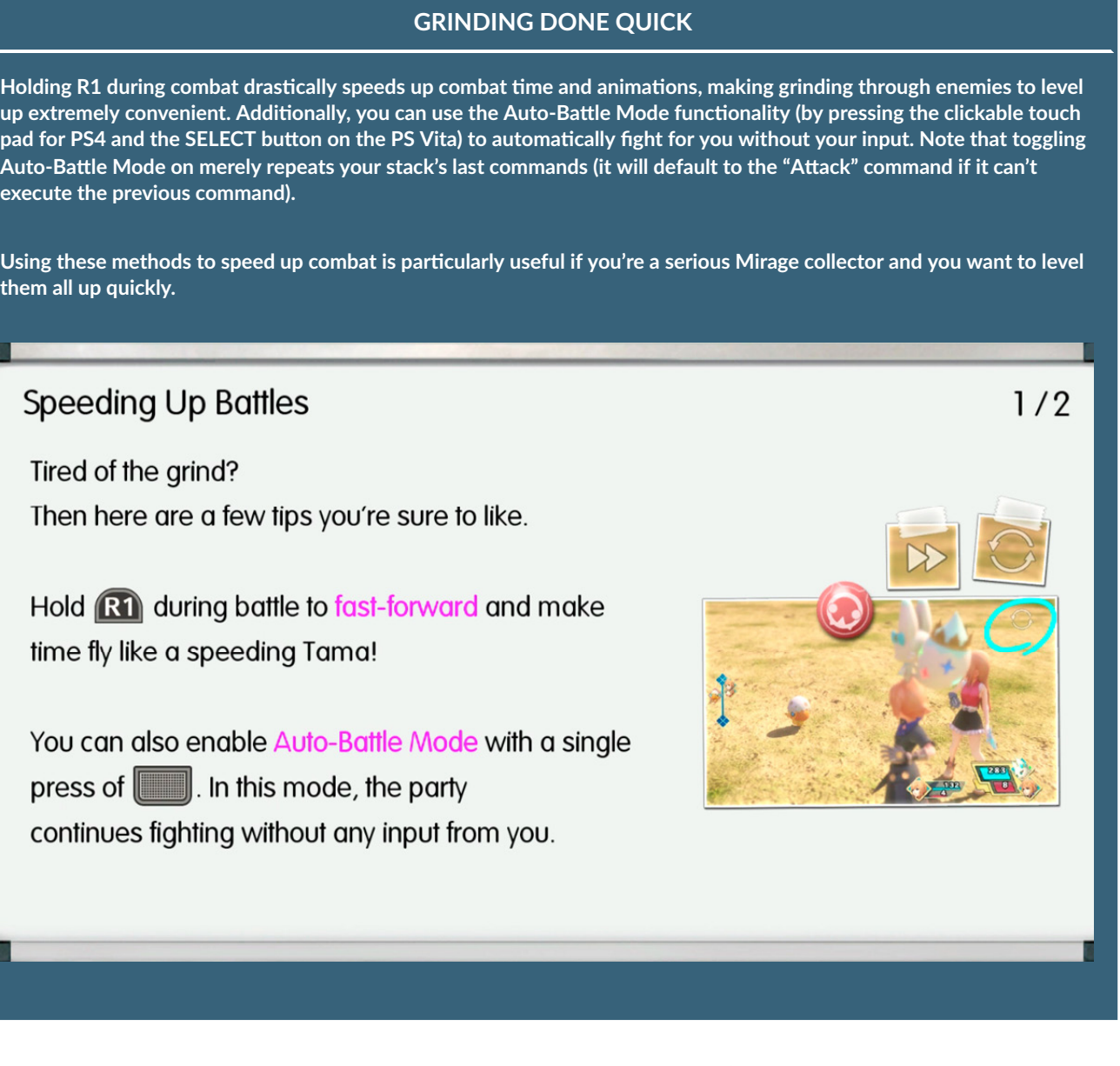
As soon as you enter Wellspring Woods, a minor text tip regarding changing party leaders is presented. Pressing **R1** while in the field changes the active party leader. Although this is purely a cosmetic change for most of the game, there are a few particular characters you meet who have a certain bias in which of the twins they talk to.

Make your way back to the murkrift that Lann recklessly jumped into earlier in the northern section of the map. On your way there, you might randomly encounter enemy Mirages, which trigger another text tip about fast-forwarding combat. An additional tip about EXP gain is displayed after a battle here. EXP is divided between all active (and alive) party members evenly. Mirages and characters with you that aren't participating in battle gain 8% of the total EXP, while Mirages in your Prism Case don't gain any.

GRINDING DONE QUICK

Holding R1 during combat drastically speeds up combat time and animations, making grinding through enemies to level up extremely convenient. Additionally, you can use the Auto-Battle Mode functionality (by pressing the clickable touch pad for PS4 and the SELECT button on the PS Vita) to automatically fight for you without your input. Note that toggling Auto-Battle Mode on merely repeats your stack's last commands (it will default to the "Attack" command if it can't execute the previous command).

Using these methods to speed up combat is particularly useful if you're a serious Mirage collector and you want to level them all up quickly.



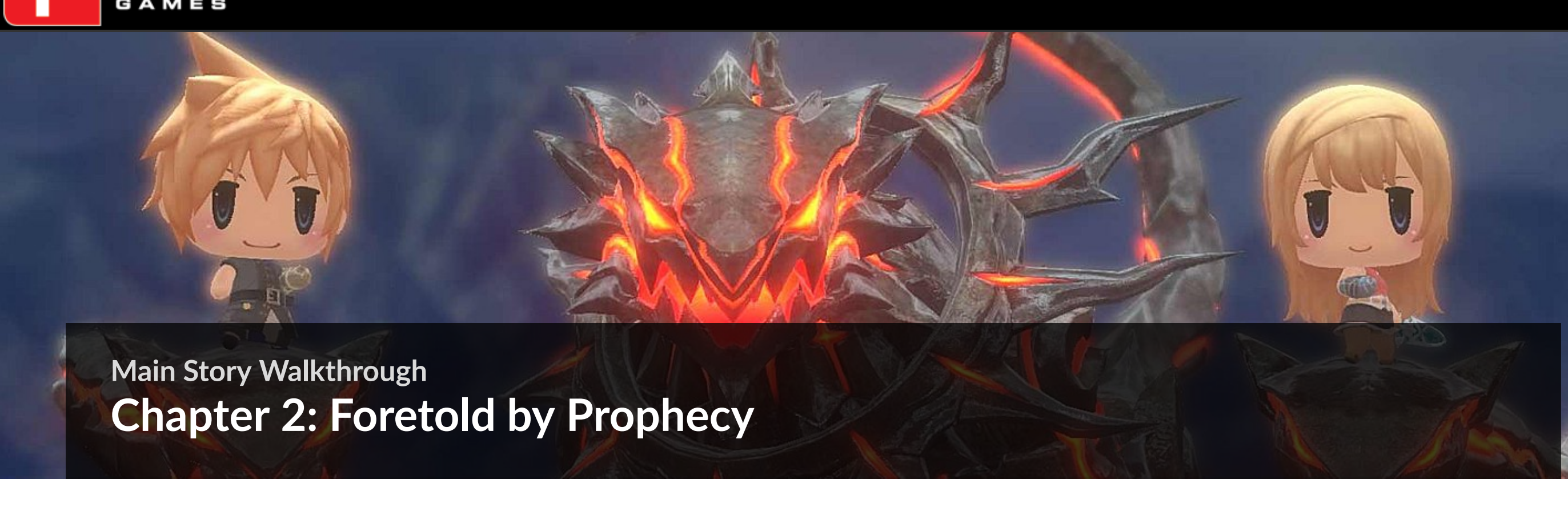
Speeding Up Battles 1/2

Tired of the grind?
Then here are a few tips you're sure to like.

Hold R1 during battle to fast-forward and make time fly like a speeding Tama!

You can also enable Auto-Battle Mode with a single press of ▭. In this mode, the party continues fighting without any input from you.

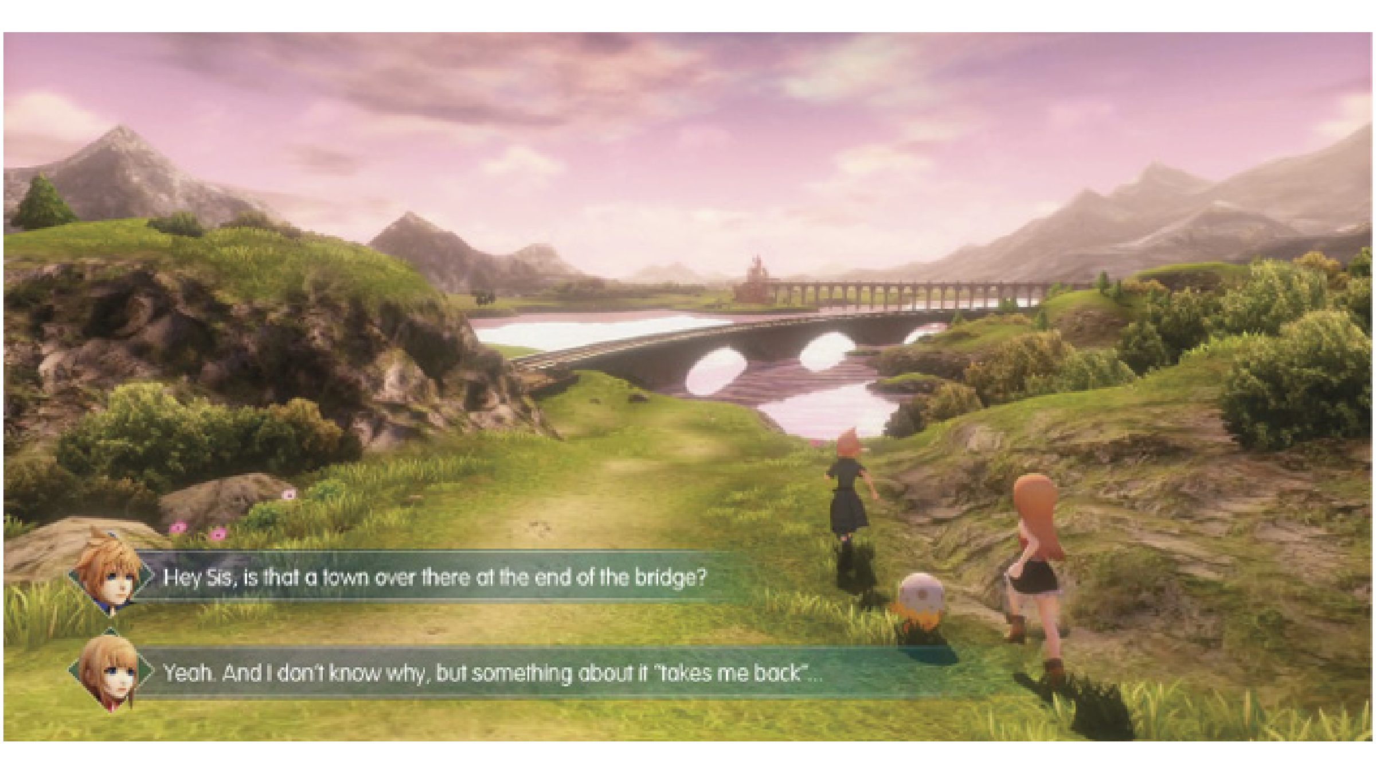
As you approach the murkrift, Tama explains how murkrift information works. If you've faced the Mirage inside already, its information is displayed above the murkrift. Most important is its level, and since this behemoth is Level 26, there's no way you can defeat it now. You can return later to imprism this Mirage when you possess a sufficient power level. For now, continue on north into Bridge Overlook. This ends Chapter 1 of the main storyline and signals the beginning of an epic adventure.



Main Story Walkthrough

Chapter 2: Foretold by Prophecy

Reynn and Lann proceed beyond Wellspring Woods into Bridge Overlook. As they take in the beautiful change of scenery, they notice a town in the distance across a lake. With impeccable timing, a train arrives. Unsure of their ultimate destination, they board the Cactuar Express and meet an eccentric and outgoing cactuar Mirage, who also happens to be the conductor. With their new semi-lifetime boarding passes, they continue their journey to the railroad's next stop, Castle Cornelia.

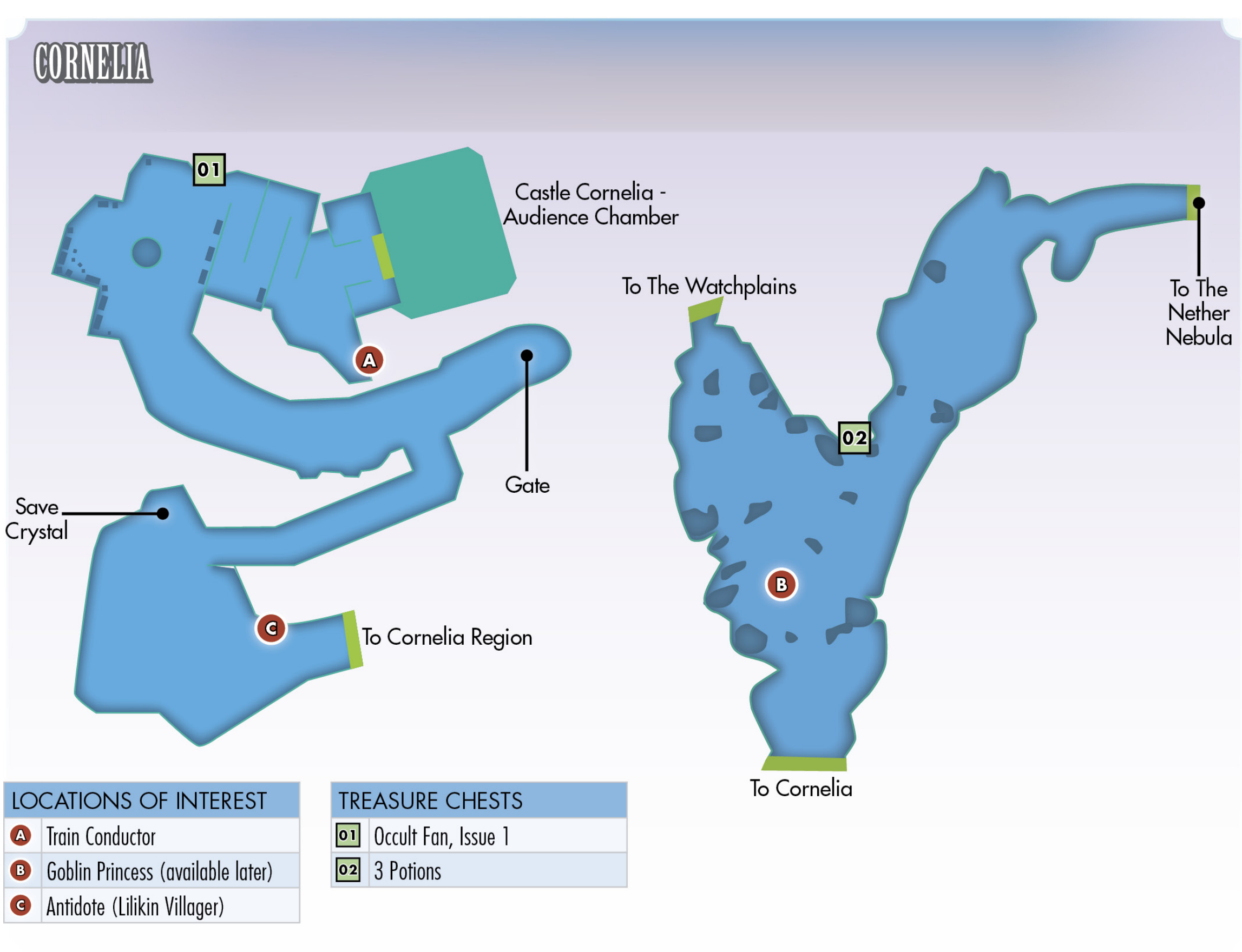

Hey Sis, is that a town over there at the end of the bridge?
Yeah. And I don't know why, but something about it "takes me back"...

Cactuar Express: Jiant Car

Action Checklist
1. Fend off the Bahamutian Mirages
2. Stop by Castle Cornelia
3. Explore Cornelia
4. Learn about Exit Gates
5. Leave Cornelia and enter the Nether Nebula

NEW MINIVENTURES AVAILABLE

- Best Helm in the Realm
- Who Watches the Watchplains? (available later)



LOCATIONS OF INTEREST	
A	Train Conductor
B	Goblin Princess (available later)
C	Antidote (Lilikin Villager)

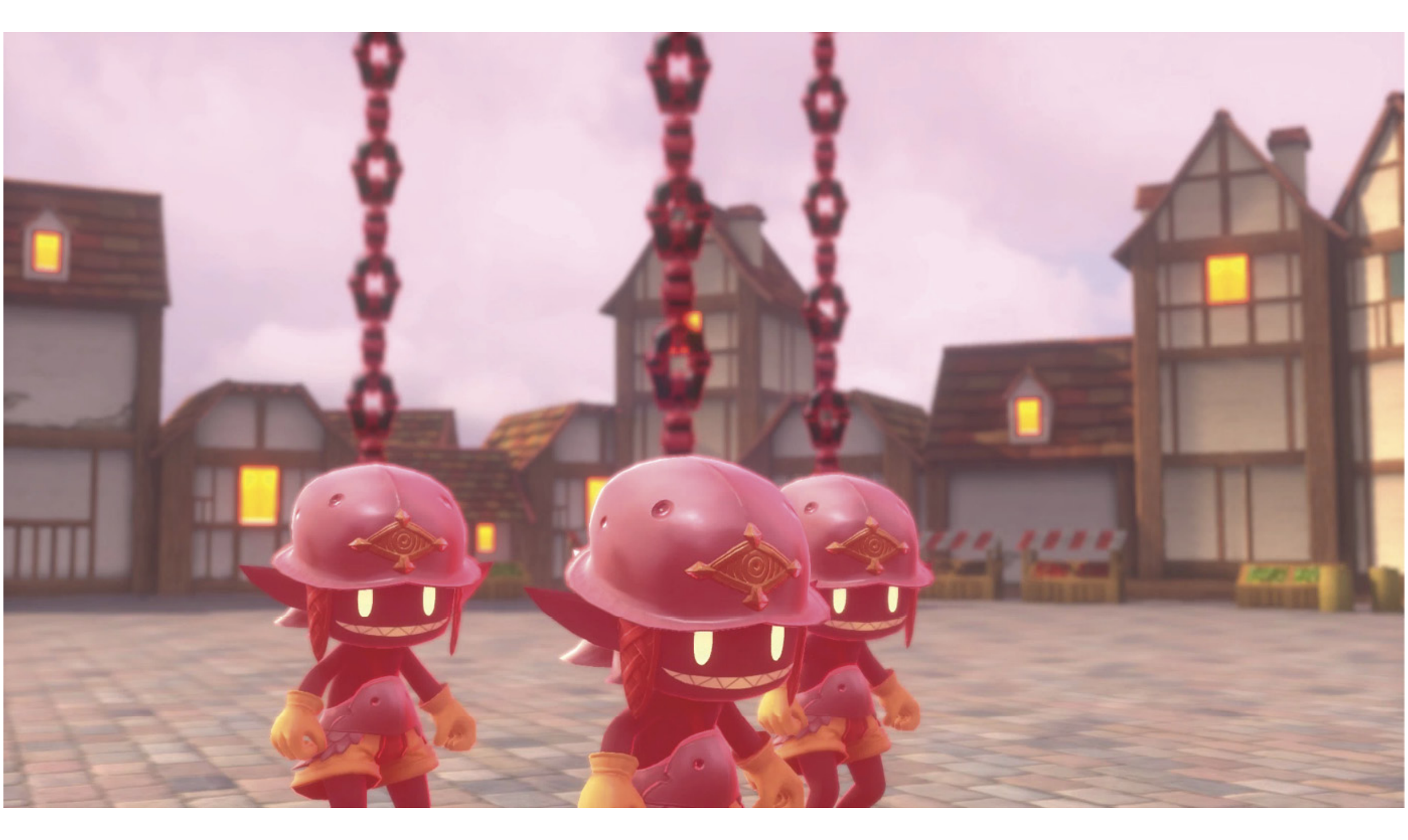
TREASURE CHESTS	
01	Occult Fan, Issue 1
02	3 Potions

DEFEND CORNELIA AND MEET THE PRINCESS

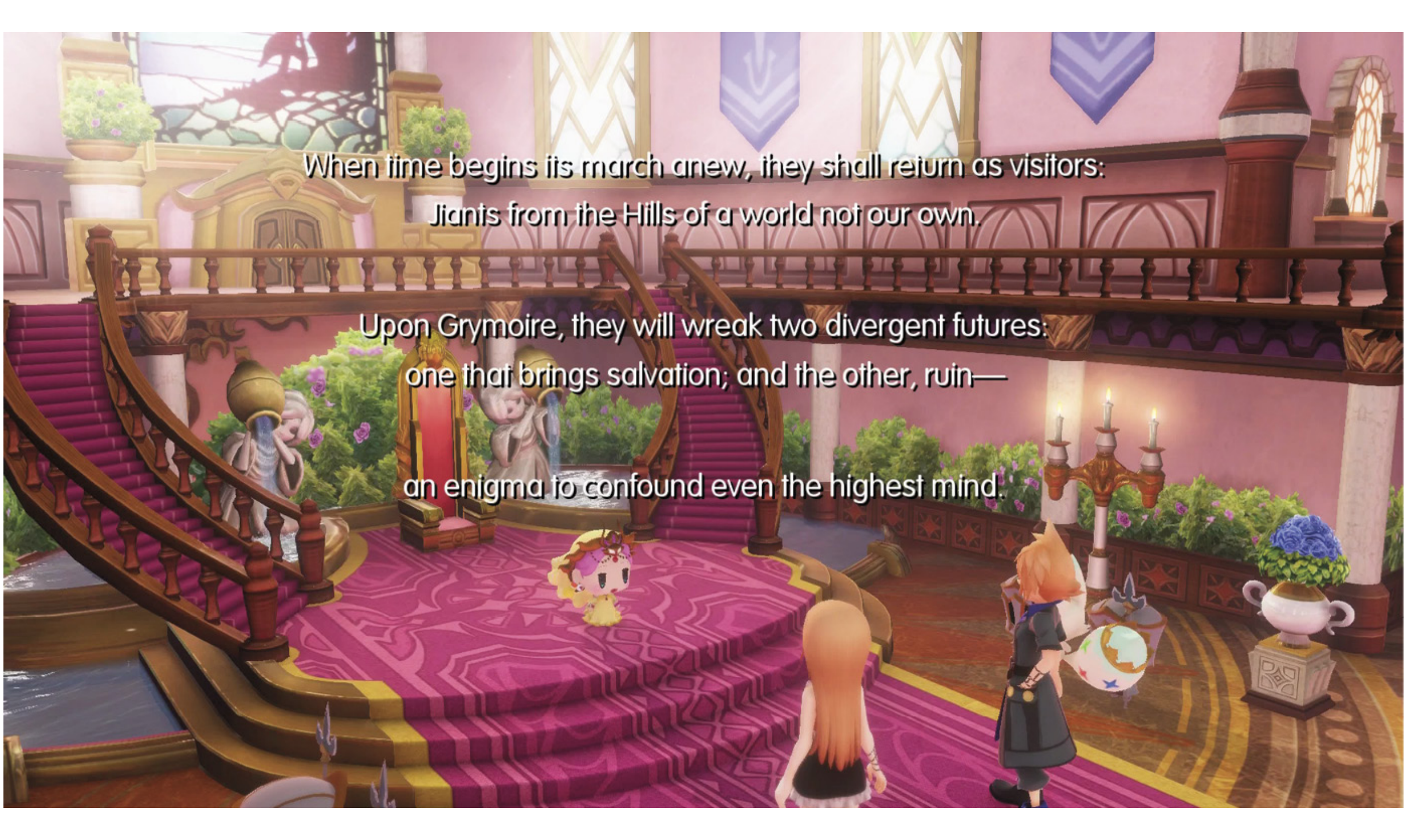
Journey ahead toward the bridge in the distance to trigger a cutscene with the Cactuar Express, taking you to the town of Cornelia.

With little time for rest and relaxation, the twins are immediately thrust into conflict upon their arrival in Cornelia. An organization known as the Bahamutian Federation invades the town with an army of goblins.

Heroically, Lann charges into battle against the intruders. As the encounter begins, apparitional chains can be seen connecting the Mirages to an unknown source, which signifies a relationship link to their keeper. These linked Mirages cannot be imprismed until their keeper is defeated, so go ahead and slay them normally.



After you send the band of goblins packing, the twins are invited to Castle Cornelia, so climb the stairs and castle steps to have an audience with Cornelia's princess. The gang meets Princess Sarah, who thanks the pair of heroes for their defense of the town. She continues to explain Cornelia's dire situation with the hostile Bahamutian Federation, and in classic Final Fantasy fashion, she mentions a prophecy hinting at Reynn and Lann being Grymoire's saviors.



When time begins its march anew, they shall return as visitors:
Jiants from the Hills of a world not our own.

Upon Grymoire, they will wreak two divergent futures:
one that brings salvation; and the other, ruin—

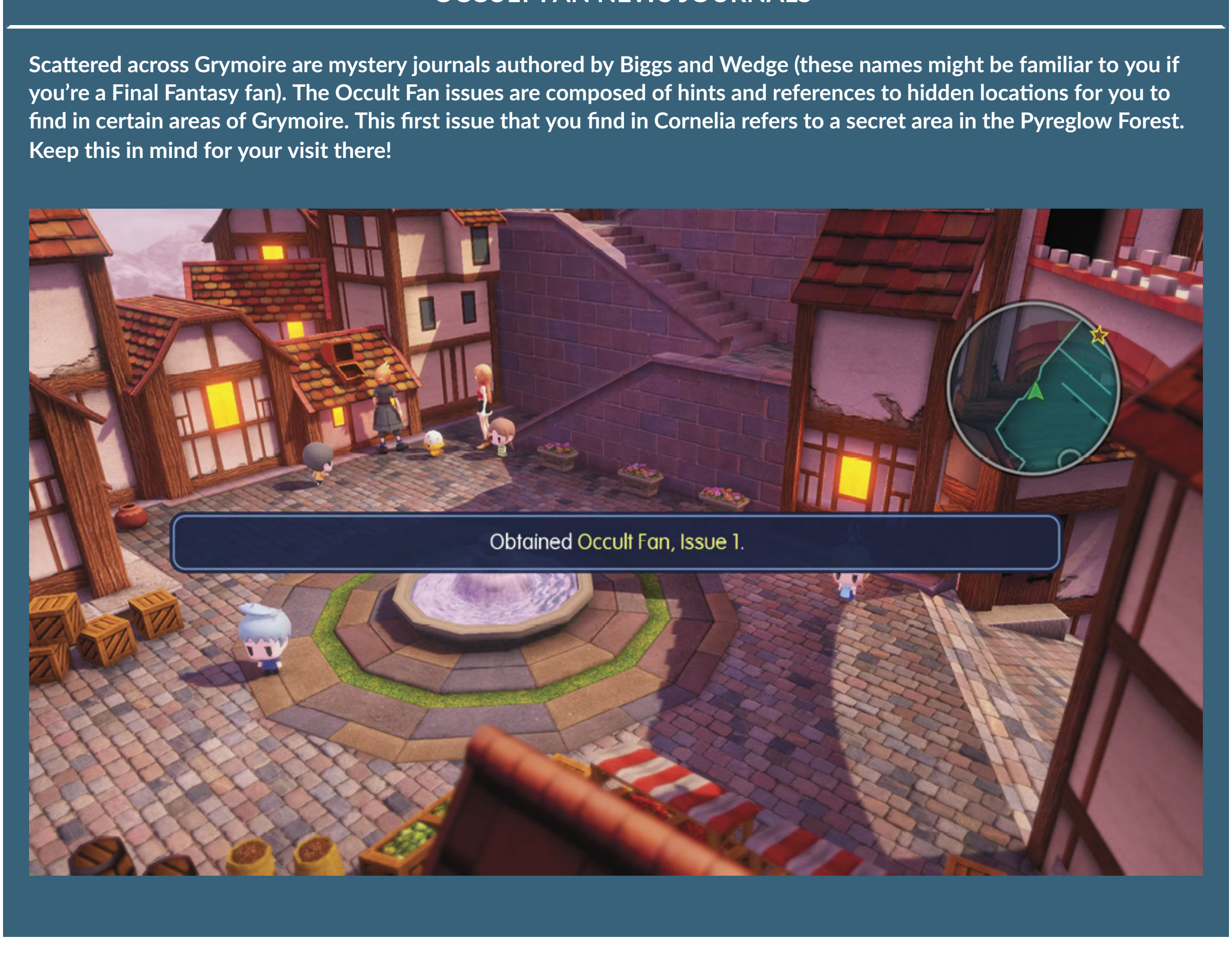
an enigma to confound even the highest mind.

For now, your primary concern is to muster up more power in the form of Mirages. Fortunately, you have a lead to go on: visit the Nether Nebula and investigate the Mirages present there.

From the castle, descend to the town of Cornelia. On your way down, there's a treasure chest sitting on top of a roof just northwest of the central plaza. With your party leader in Jiant form, open the chest to obtain **Occult Fan, Issue 1**.

OCCULT FAN NEWS JOURNALS

Scattered across Grymoire are mystery journals authored by Biggs and Wedge (these names might be familiar to you if you're a Final Fantasy fan). The Occult Fan issues are composed of hints and references to hidden locations for you to find in certain areas of Grymoire. This first issue that you find in Cornelia refers to a secret area in the Pyreglow Forest. Keep this in mind for your visit there!

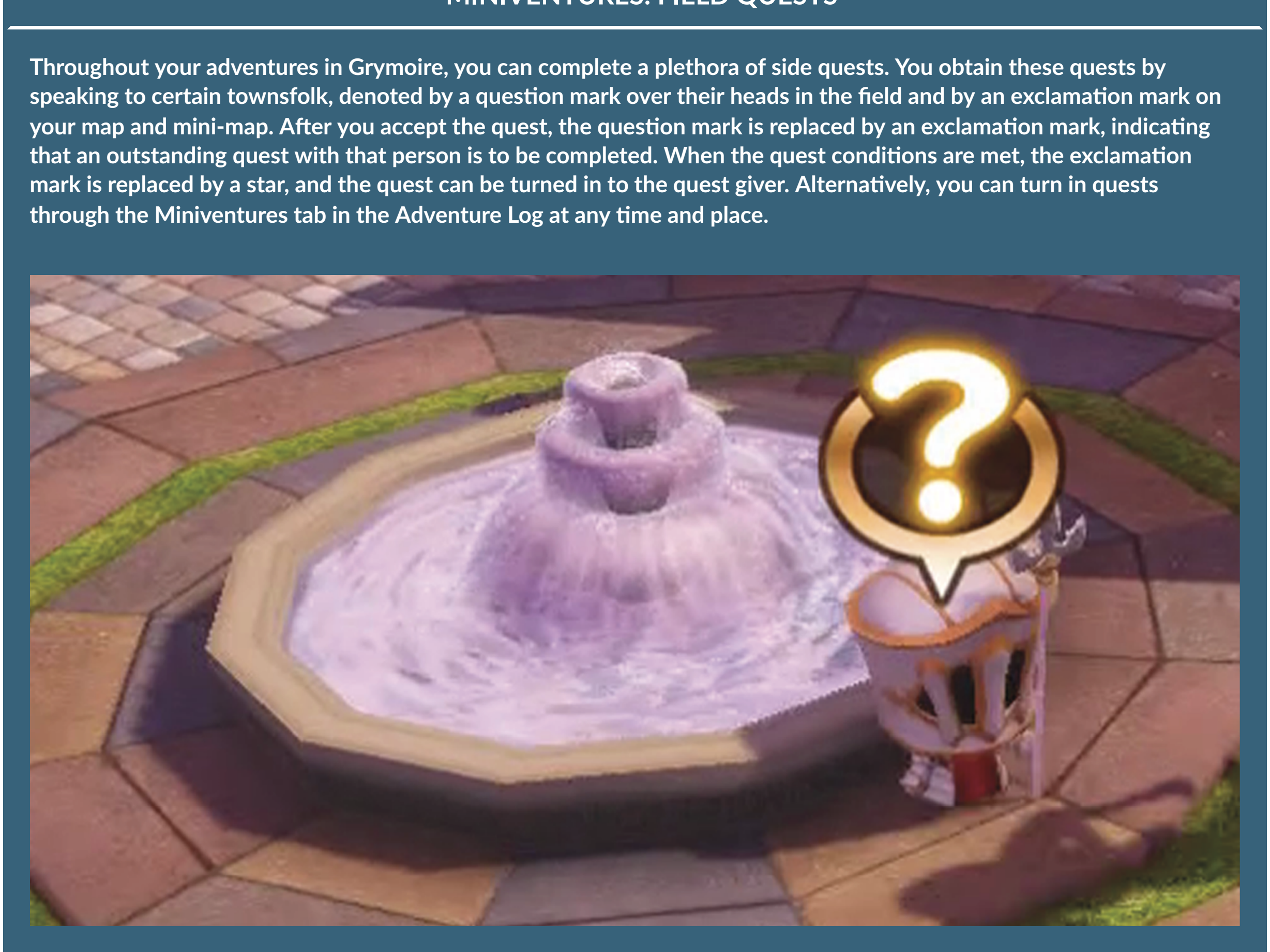


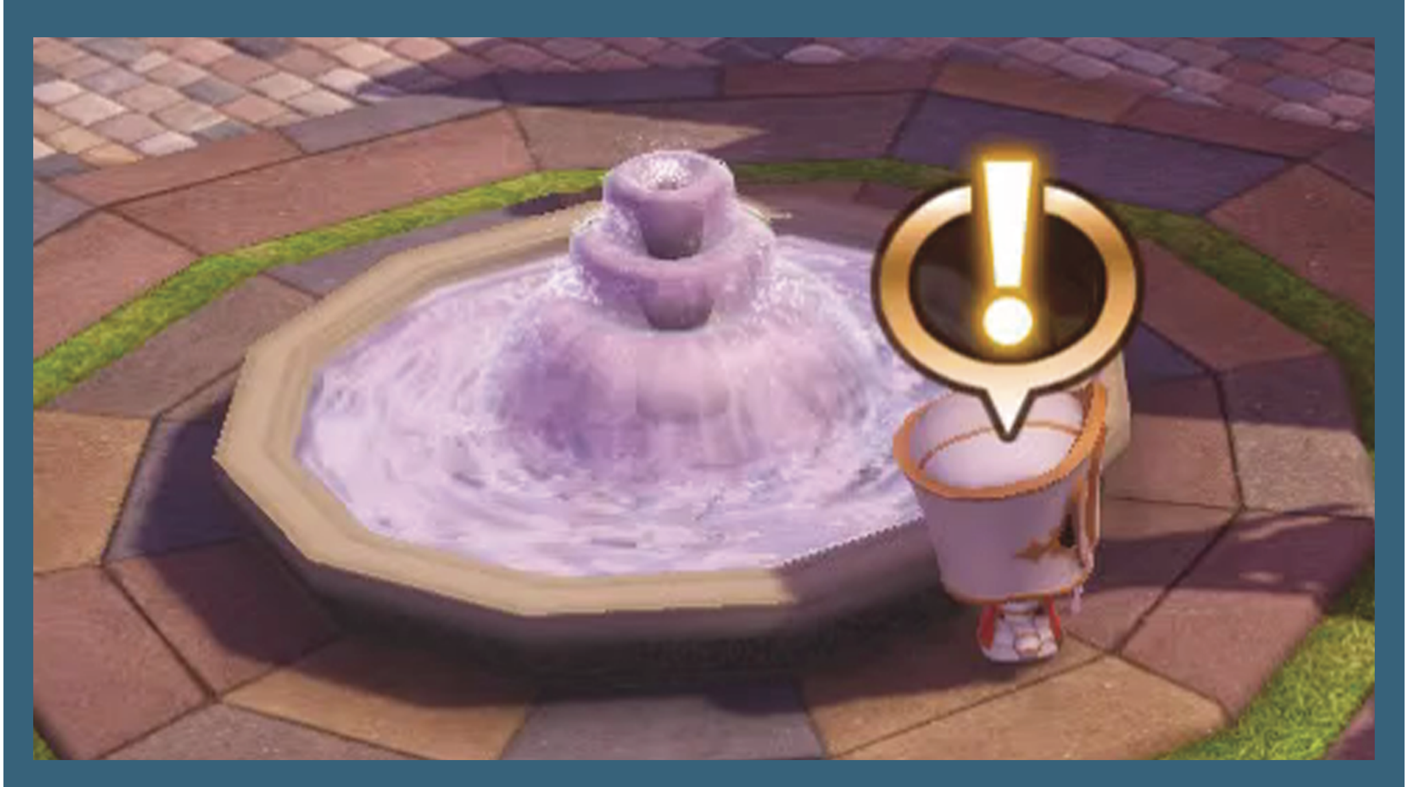
Obtained Occult Fan, Issue 1.

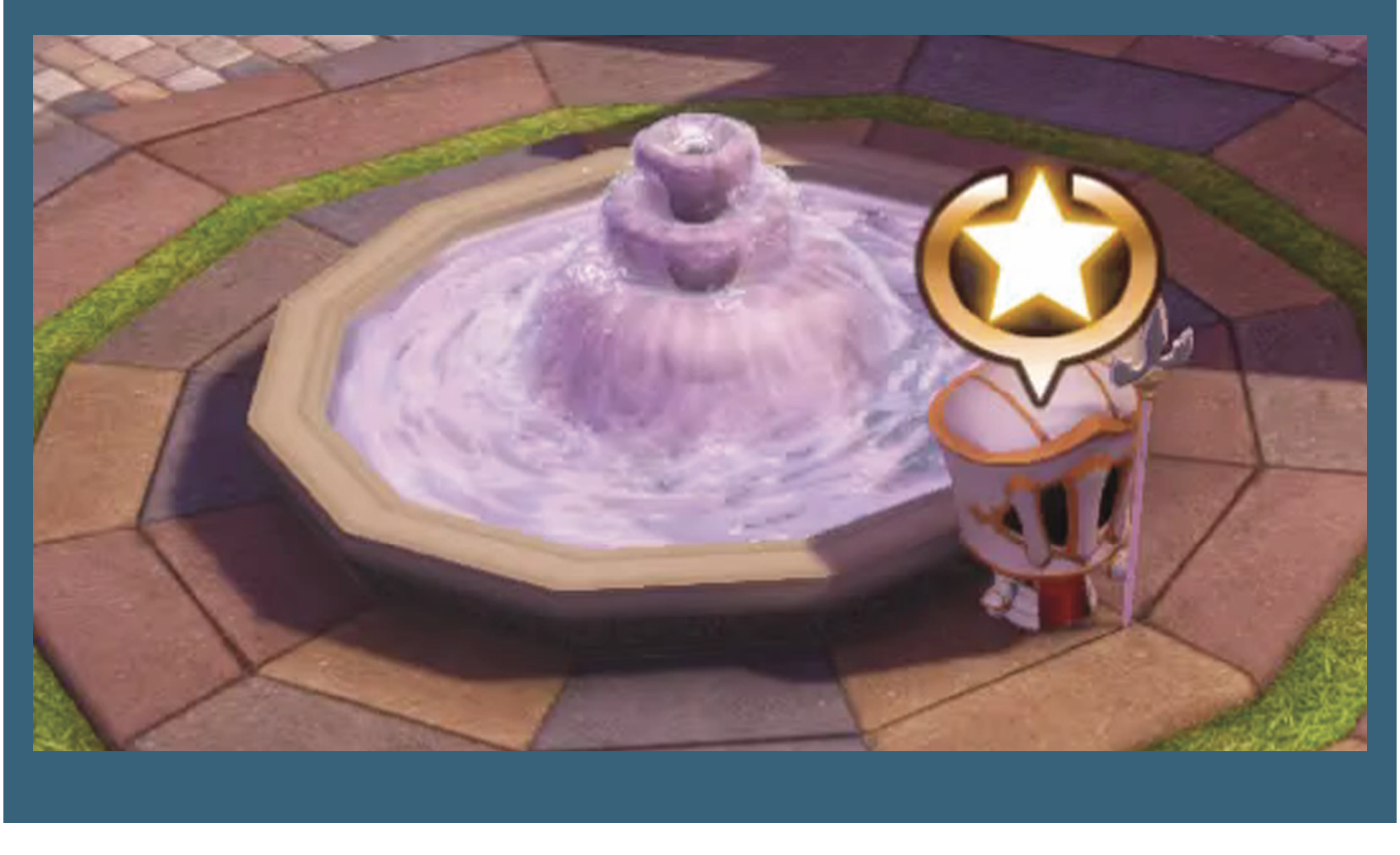
In the same plaza, there's a Cornelian guard with a distinct question mark over his head. This means he has a side quest for you. Talk to him and accept the **Best Helm in the Realm** quest.

MINIVENTURES: FIELD QUESTS

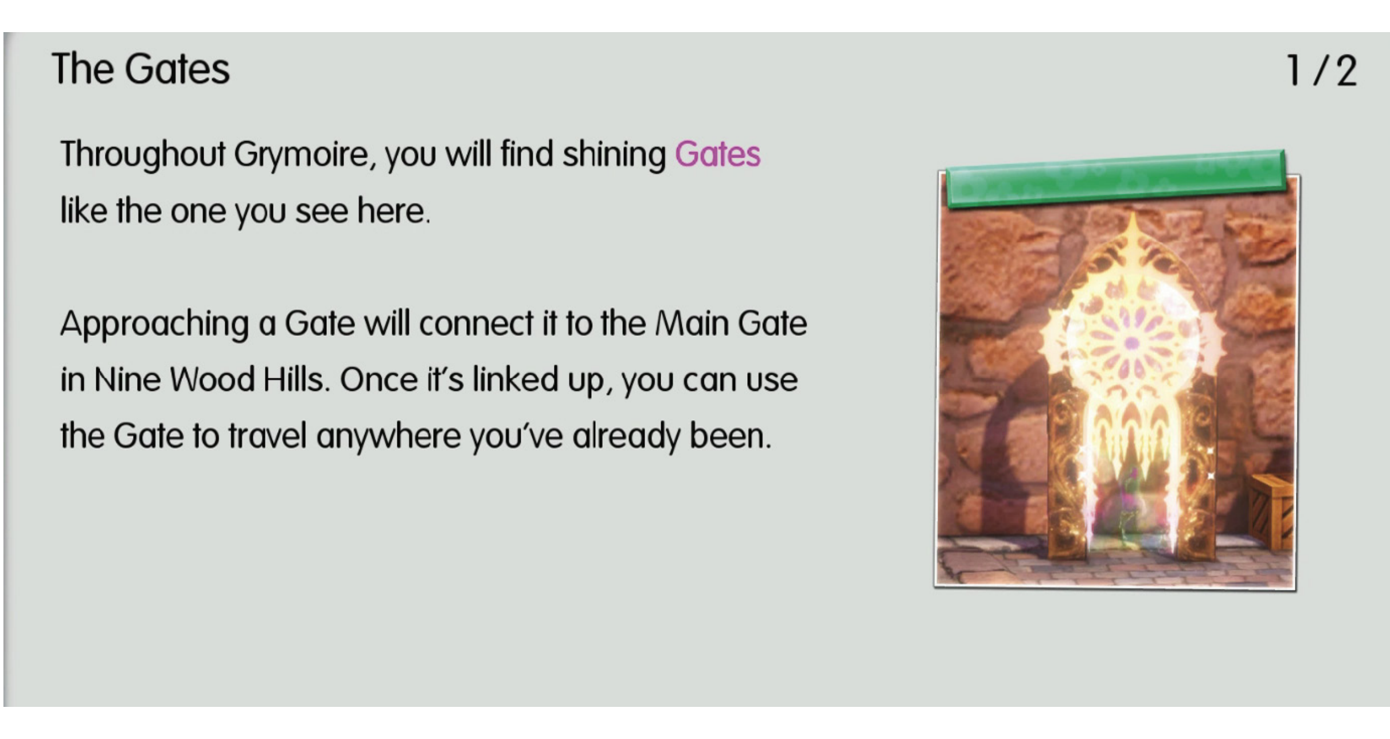
Throughout your adventures in Grymoire, you can complete a plethora of side quests. You obtain these quests by speaking to certain townsfolk, denoted by a question mark over their heads in the field and by an exclamation mark on your map and mini-map. After you accept the quest, the question mark is replaced by an exclamation mark, indicating that an outstanding quest with that person is to be completed. When the quest conditions are met, the exclamation mark is replaced by a star, and the quest can be turned in to the quest giver. Alternatively, you can turn in quests through the Miniventures tab in the Adventure Log at any time and place.







Continue on down Cornelia until you encounter a Gate, transporting the crew back to Nine Wood Hills for a brief spell. Tama explains one of the game's fast-travel mechanics here. Every Grymoire location you visit contains a Gate that's connected back to Nine Wood Hills, so if you ever need a break or need to restock on supplies, you can quickly transport back home through these Gates. Additionally, Serafie mentions the ability to access your Prism Case from any Gate you interact with.



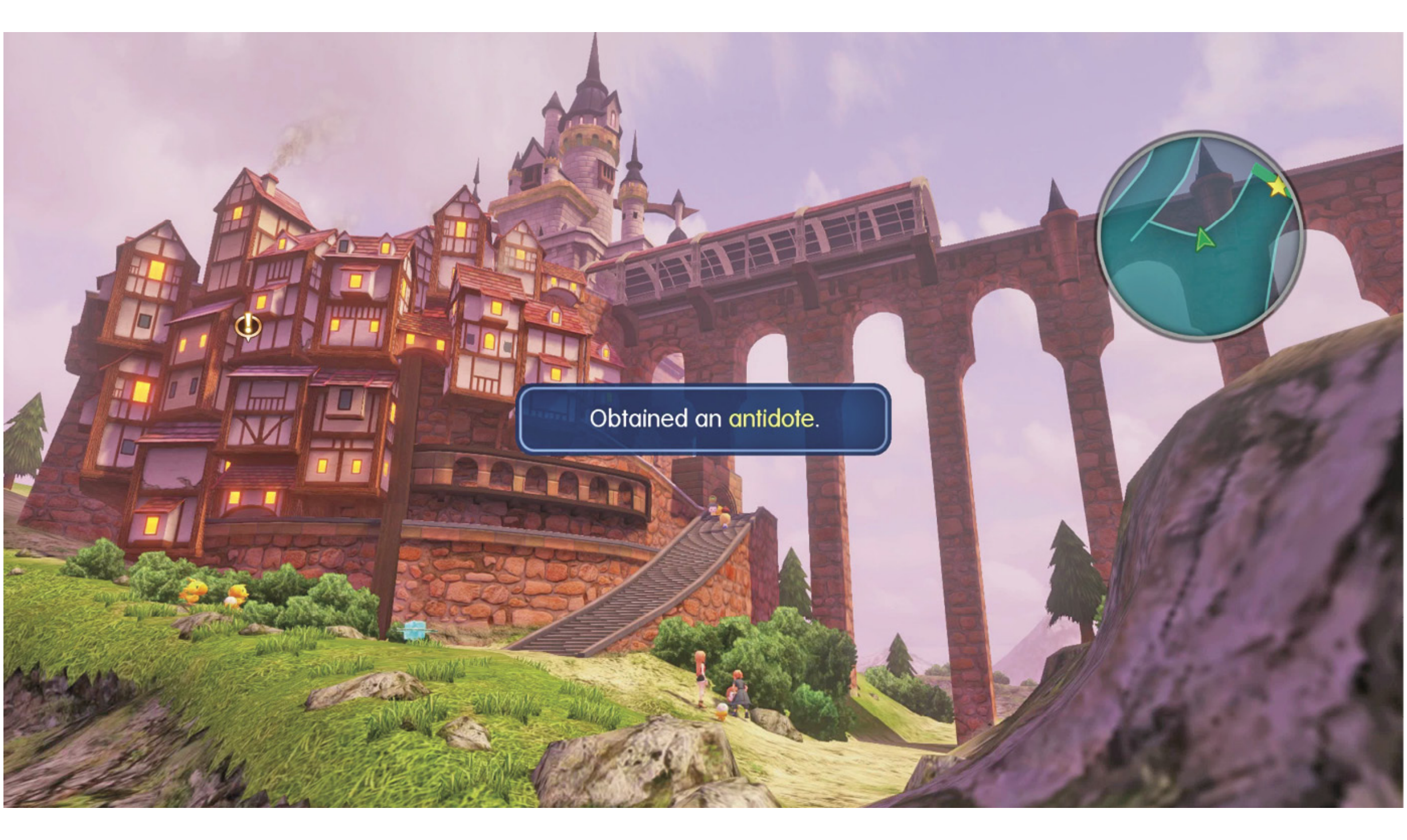
The Gates 1 / 2

Throughout Grymoire, you will find shining Gates like the one you see here.

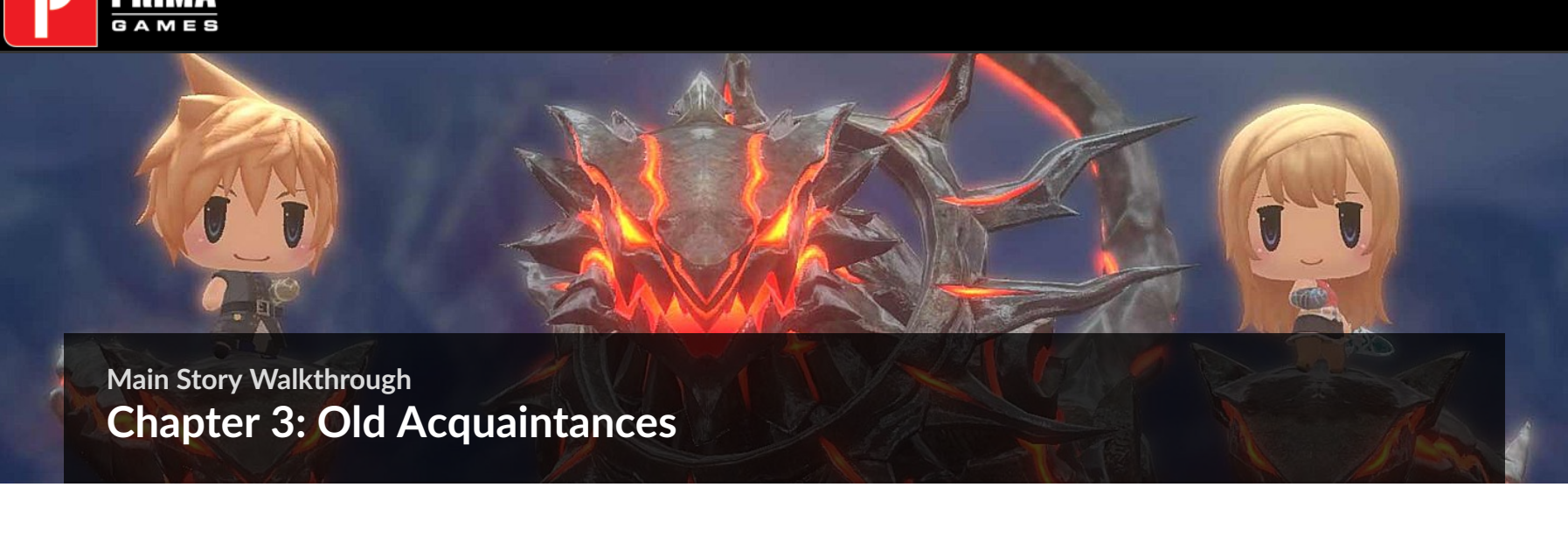
Approaching a Gate will connect it to the Main Gate in Nine Wood Hills. Once it's linked up, you can use the Gate to travel anywhere you've already been.

After the text tutorials regarding Gates and the Adventure Log, continue to the bottom of Cornelia. Save your progress at the Save Crystal at the foot of the town's steps. Before leaving the town, talk to the helpful Lilikin just east of the Save Crystal for tips on curing Poison. He also gives you a free antidote.

Now, leave town through the exit under the bridge to continue on to Chapter 3 of the story.



Obtained an antidote.

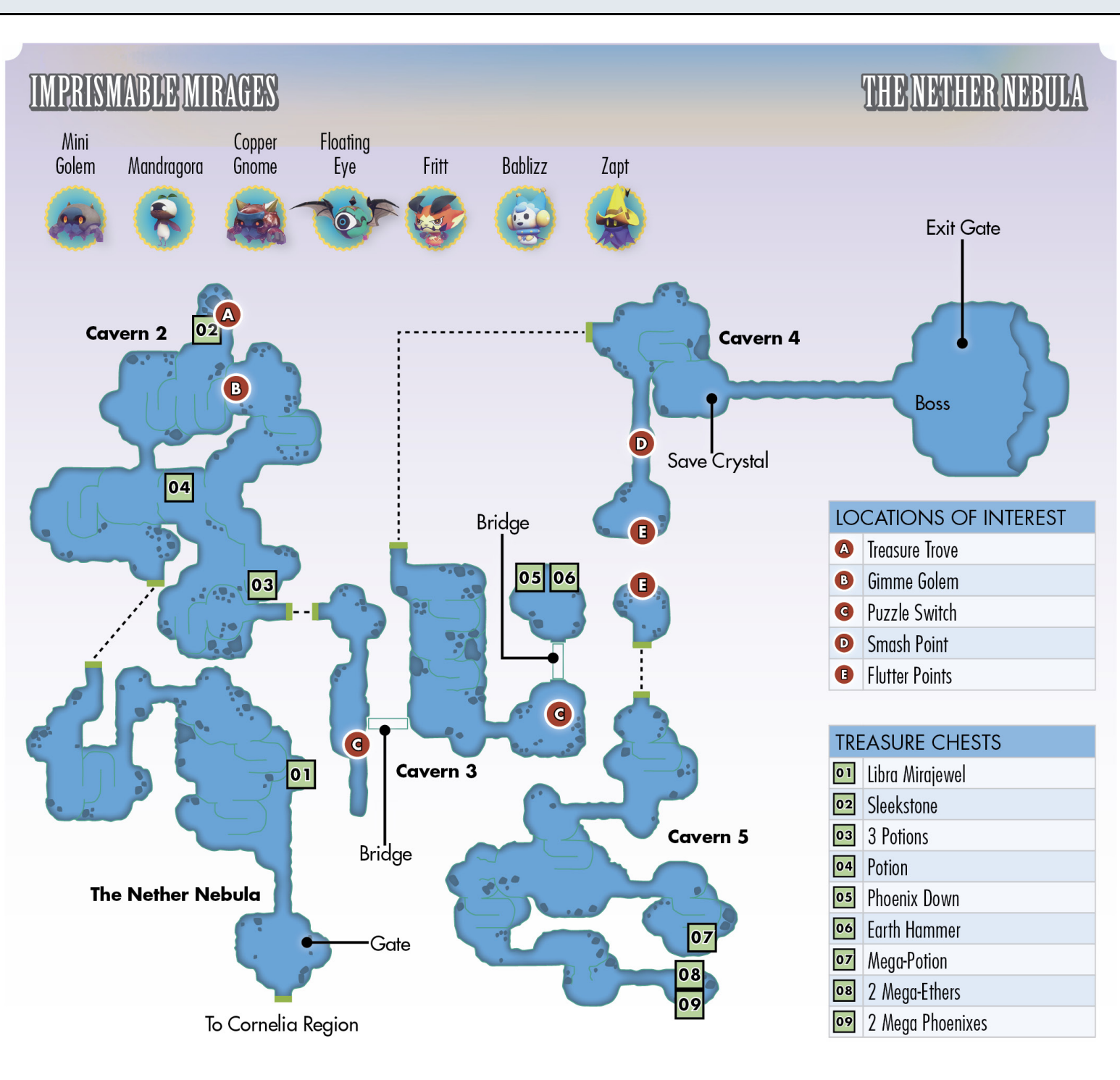


Main Story Walkthrough

Chapter 3: Old Acquaintances

Led by a foretold prophecy, Reynn and Lann continue their quest into the Nether Nebula. A trio of exceptionally powerful Mirages awaits them in the depths of the dungeon.

Action Checklist
1. Traverse the Cornelia Region into the Nether Nebula
2. Climb the Nether Nebula
3. Defeat an old acquaintance



LOCATIONS OF INTEREST	
A	Treasure Trove
B	Gimme Golem
C	Puzzle Switch
D	Smash Point
E	Flutter Points

TREASURE CHESTS	
01	Libra Mirajewel
02	Sleekstone
03	3 Potions
04	Potion
05	Phoenix Down
06	Earth Hammer
07	Mega-Potion
08	2 Mega-Ethers
09	2 Mega Phoenixes

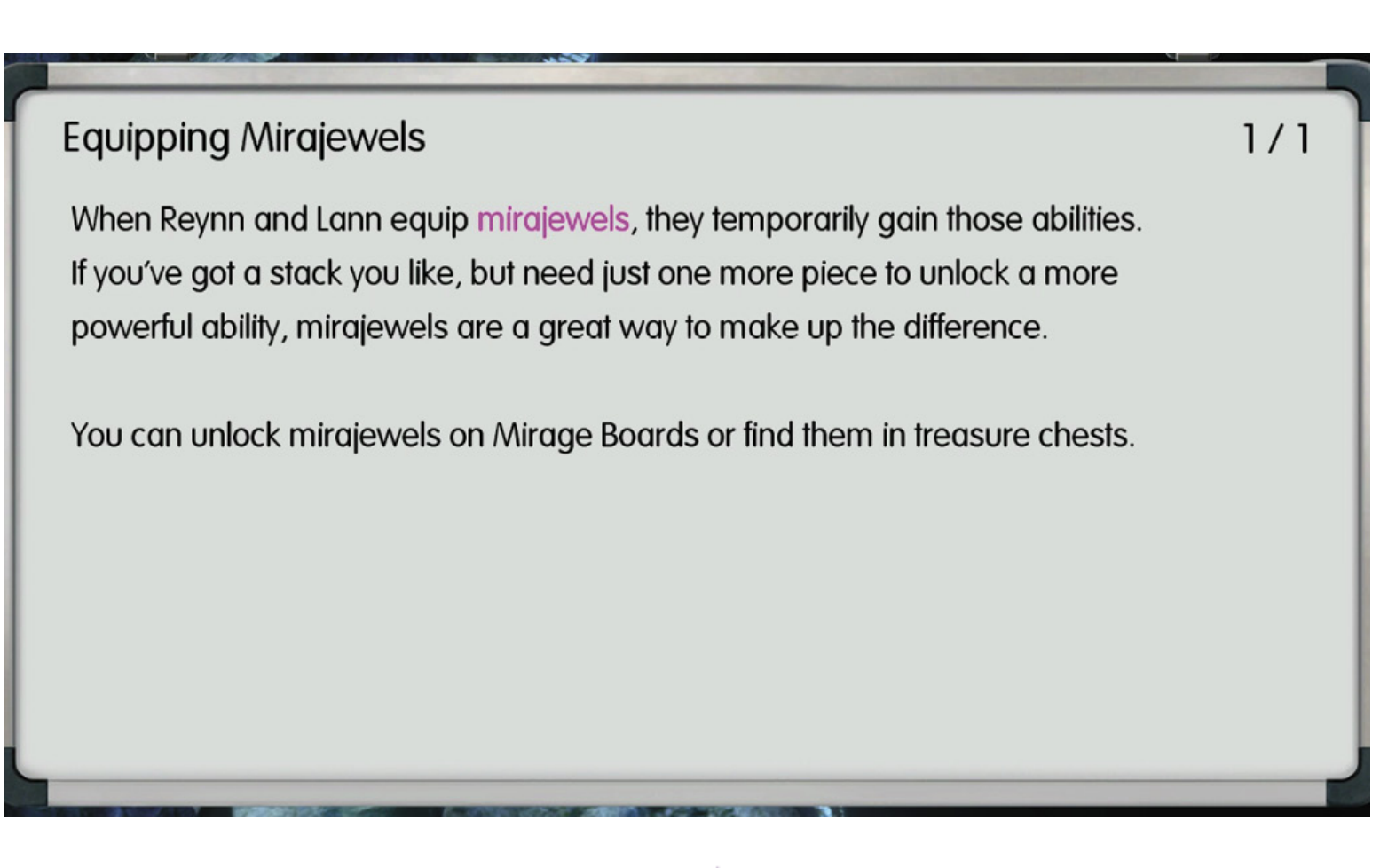
ENTER THE NETHER NEBULA

You begin this chapter in the Cornelia Region, a hub connecting Cornelia to two additional areas. Your destination is in the northeast through the maw of a cavern. First, grab **three potions** in a treasure chest just slightly west of the cavern. Then, enter the cavern.

Obtained 3 potions.

Conveniently, there's a Gate here at the entrance to the cavern, in case you need to go back to Nine Wood Hills to take a break. Tama warns you of the Mirages that roam the Nether Nebula—they're much stronger than the ones you've faced up until now, so you may want to fully explore the area and take on as many encounters as possible to unlock more of your Mirage Boards. It's highly recommended that you imprism all of the Mirages you encounter here, as well, especially the medium-sized ones like the copper gnome and floating eye. By the end of this dungeon, having two triple stacks is vital.

Head northeast from the entrance and open the treasure chest here containing a **Libra mirajewel** before climbing up the ramp. This is your first mirajewel, so go ahead and equip it to one of the main protagonists through the game menu.



Equipping Mirajewels 1 / 1

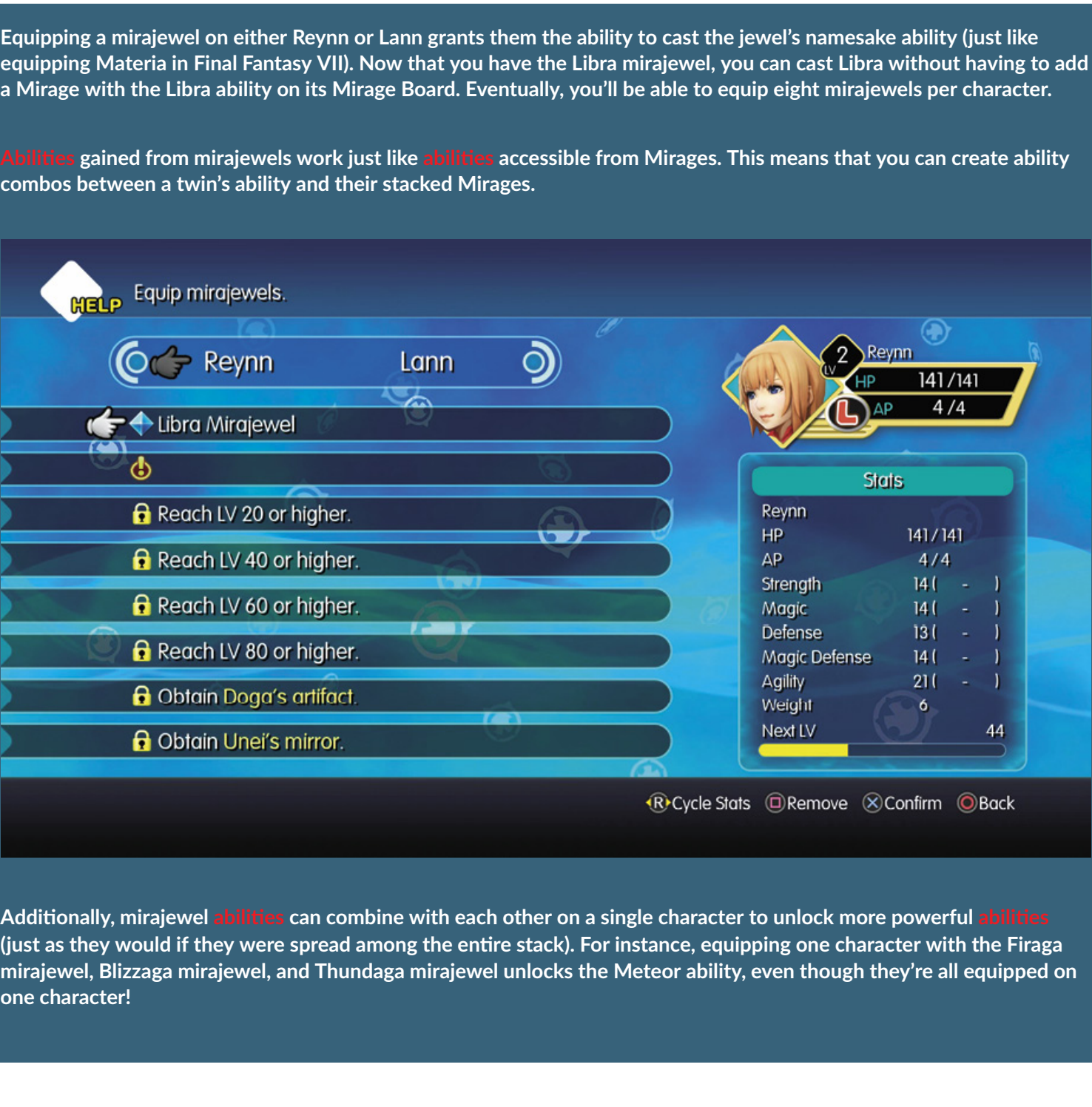
When Reynn and Lann equip mirajewels, they temporarily gain those abilities. If you've got a stack you like, but need just one more piece to unlock a more powerful ability, mirajewels are a great way to make up the difference.

You can unlock mirajewels on Mirage Boards or find them in treasure chests.

MIRAJEWELS AND ABILITY COMBOS

Equipping a mirajewel on either Reynn or Lann grants them the ability to cast the jewel's namesake ability (just like equipping Materia in Final Fantasy VII). Now that you have the Libra mirajewel, you can cast Libra without having to add a Mirage with the Libra ability on its Mirage Board. Eventually, you'll be able to equip eight mirajewels per character.

Abilities gained from mirajewels work just like abilities accessible from Mirages. This means that you can create ability combos between a twin's ability and their stacked Mirages.



HELP Equip mirajewels.

Reynn Lann

Libra Mirajewel

Reach LV 20 or higher.

Reach LV 40 or higher.

Reach LV 60 or higher.

Reach LV 80 or higher.

Obtain Doga's artifact.

Obtain Unei's mirror.

LV 2 Reynn HP 141/141 AP 4/4

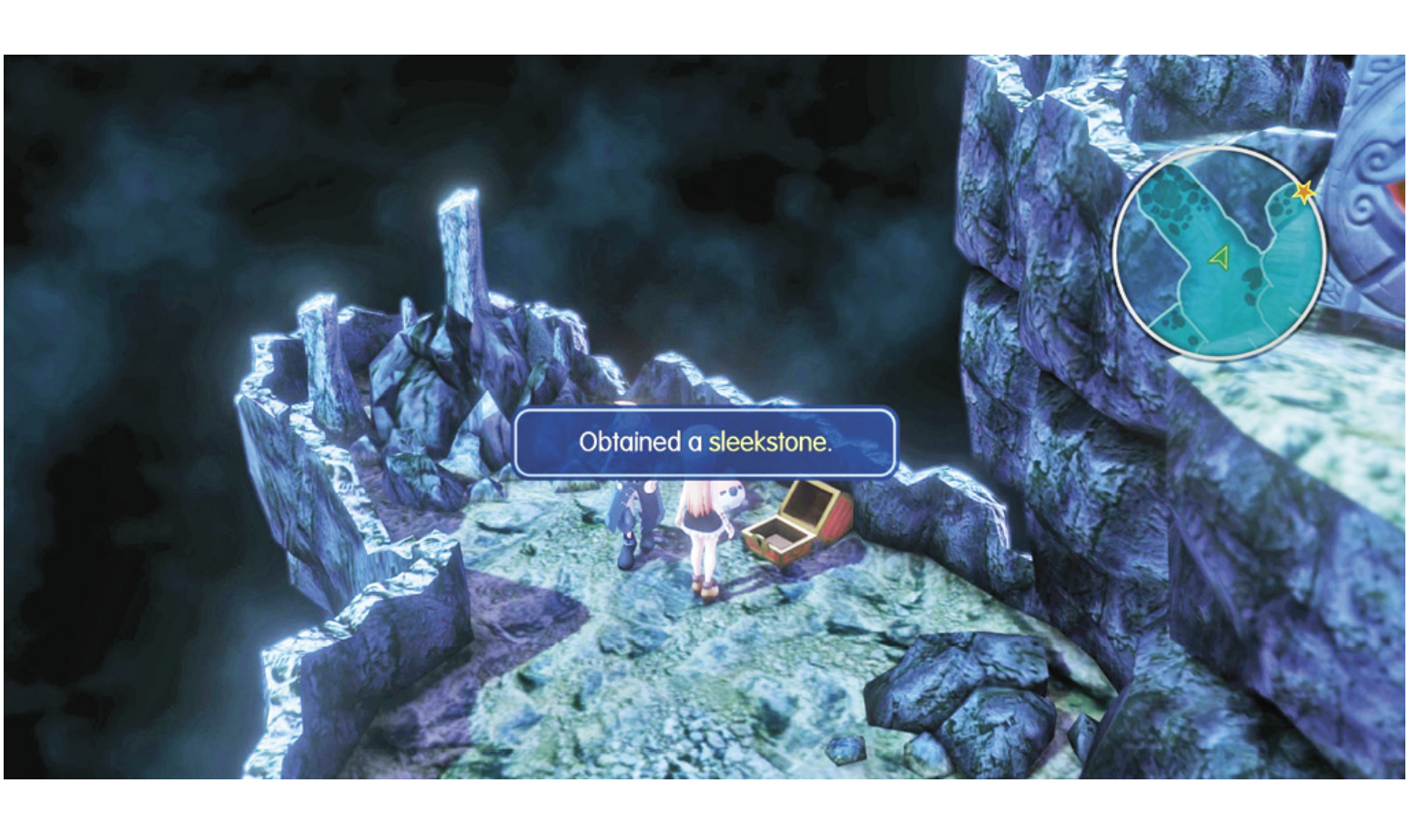
Stats

Reynn

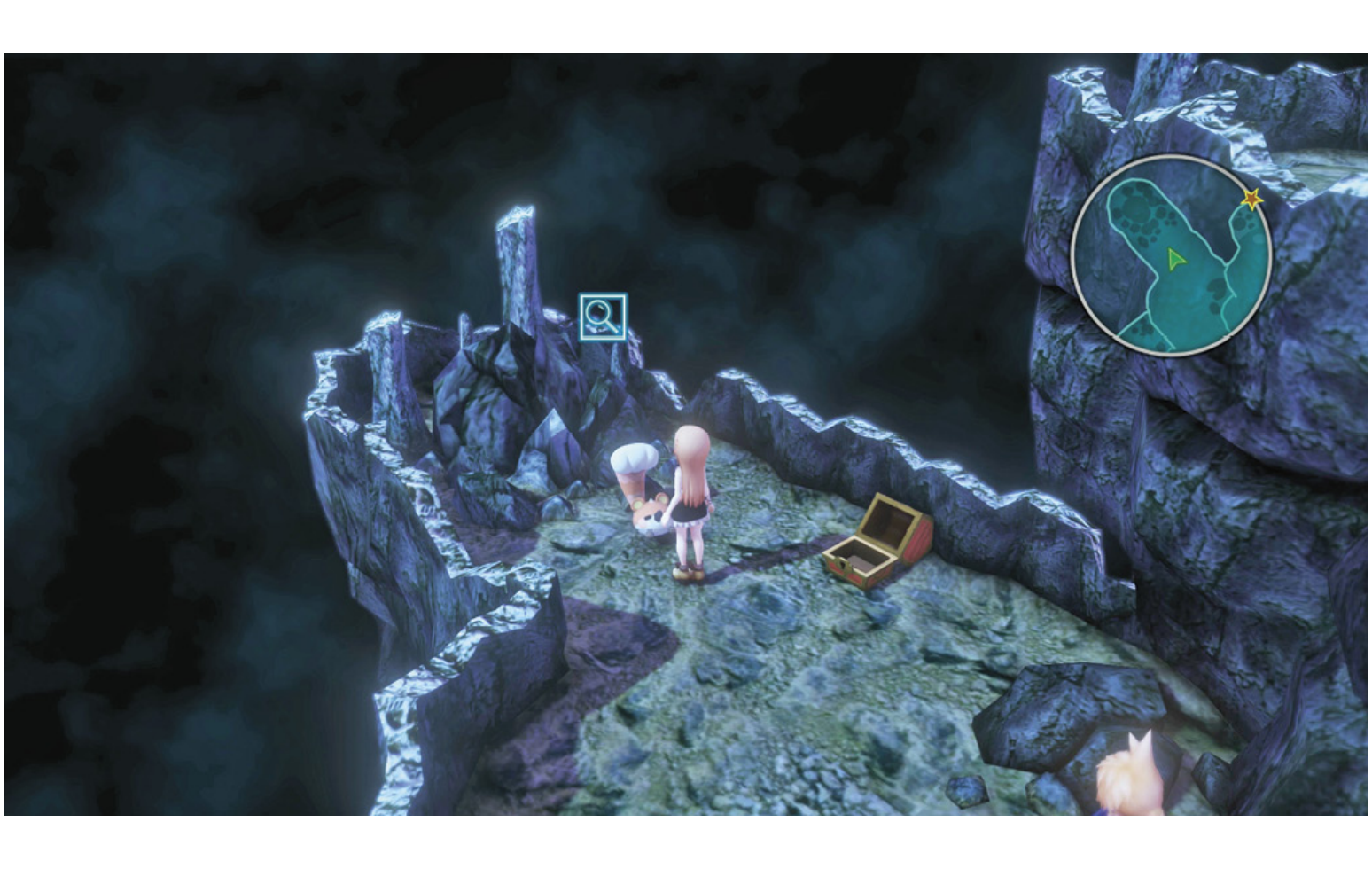
HP	141/141	
AP	4/4	
Strength	14	(-)
Magic	14	(-)
Defense	13	(-)
Magic Defense	14	(-)
Agility	21	(-)
Weight	6	
Next LV		44

Additionally, mirajewel abilities can combine with each other on a single character to unlock more powerful abilities (just as they would if they were spread among the entire stack). For instance, equipping one character with the Firaga mirajewel, Blizzaga mirajewel, and Thundaga mirajewel unlocks the Meteor ability, even though they're all equipped on one character!

Continue following the path up while defeating enemies and imprisming Mirages that you haven't collected yet. When you reach the top of the level, enter into the next area of the dungeon.



Climb up the first two ramps here, and then open the treasure chest in the north part of the map to obtain the key item, **sleekstone**. If you have a Mirage strolling with you, you can uncover a Treasure Trove near the treasure chest in the jagged rock formation.



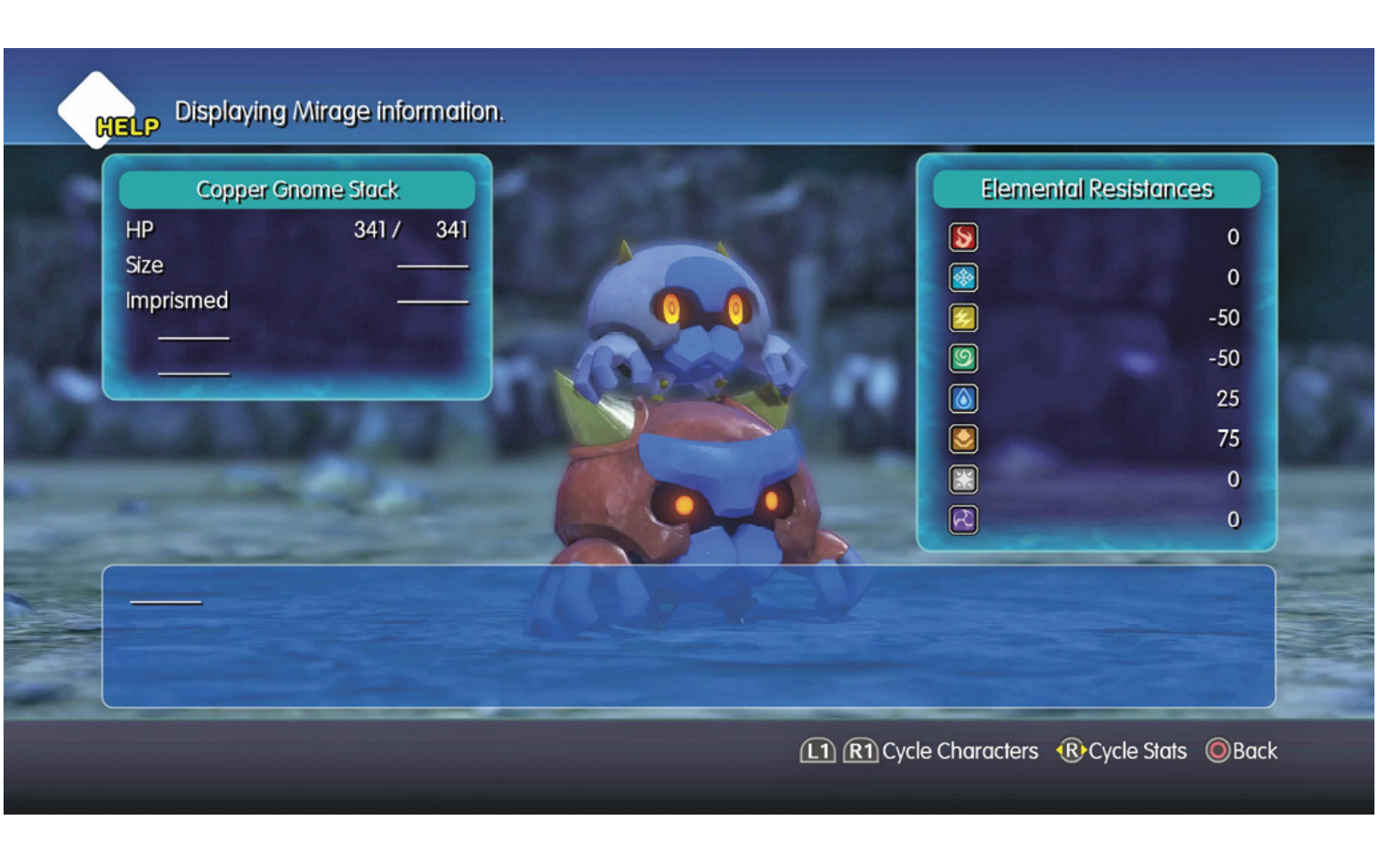
After grabbing the sleekstone, proceed up the second slope, where a Gimme Golem is blocking the way. Surprise! It wants a sleekstone! Give it what it wants, and continue on your way deeper into the dungeon.

You may encounter stacked Mirages in this area, such as a copper gnome with a mini golem on its head. Just like your stacks, enemy stacks are much stronger than individual Mirages. Not only that, but you can't imprism a Mirage that's still in a stack, which means you need to topple them first.

TOPPLING MIRAGE STACKS

There are a couple of ways to tackle a Mirage stack—you can either topple the stack or slay the enemy outright. If you want to imprism one of the Mirages in the stack, you must first topple it. Most physical attack abilities provide some amount of topple strength, indicated in the ability's description. For instance, the chocochick's Ram description includes, "TOPPLE STRENGTH: Medium." Topple strengths range from Low to Very High, with the higher strengths being better. The normal "Attack" command also provides a topple effect, although its impact is low.

Magic-based abilities, such as Fire and Blizzard, do not cause any toppling. However, stacked Mirages are generally more vulnerable to elemental damage since elemental weaknesses in a stack are combined. Use the Libra spell and press the OPTIONS button for PS4 (START button for PS Vita) in combat to scope out an enemy stack's elemental resistance attributes and adjust your commands accordingly.



HELP Displaying Mirage information.

Copper Gnome Stack

HP 341 / 341

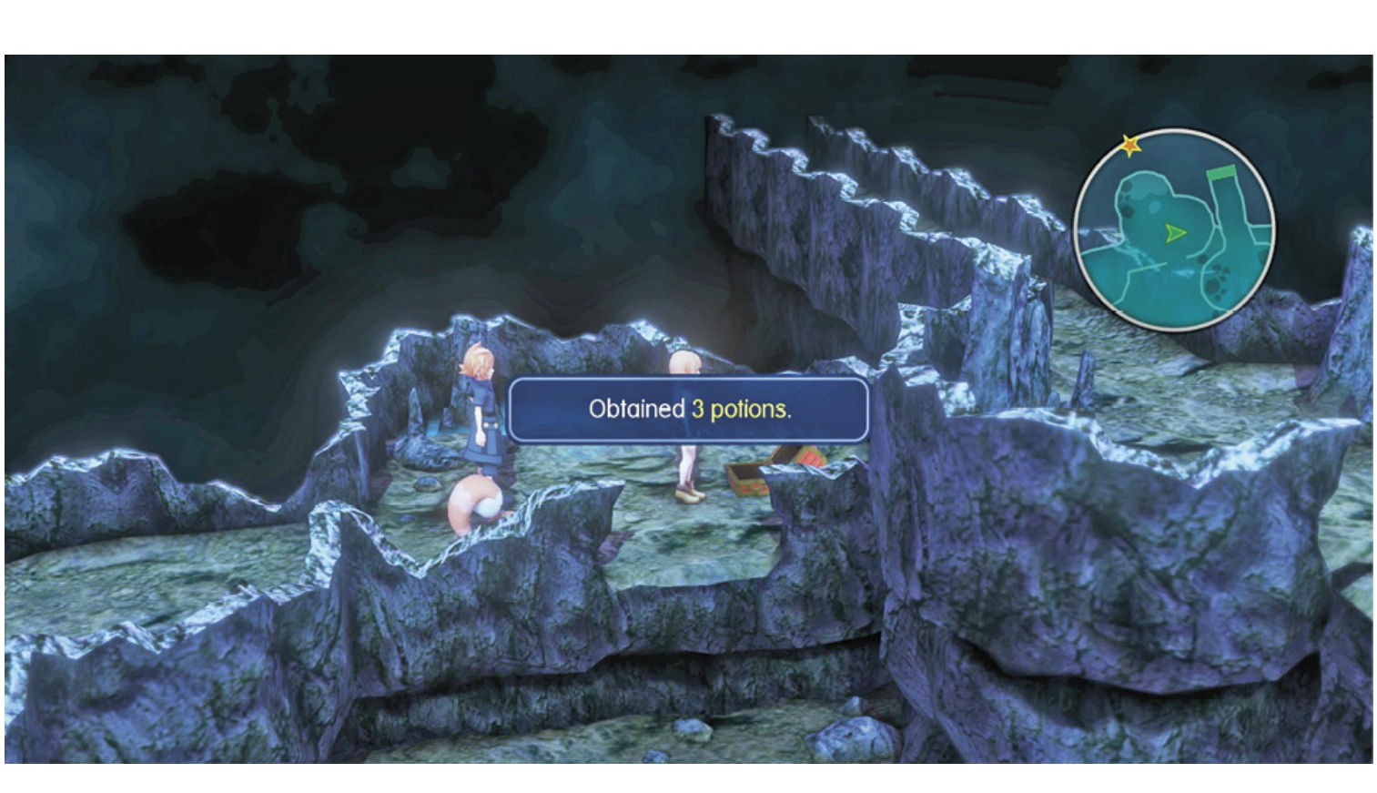
Size ———

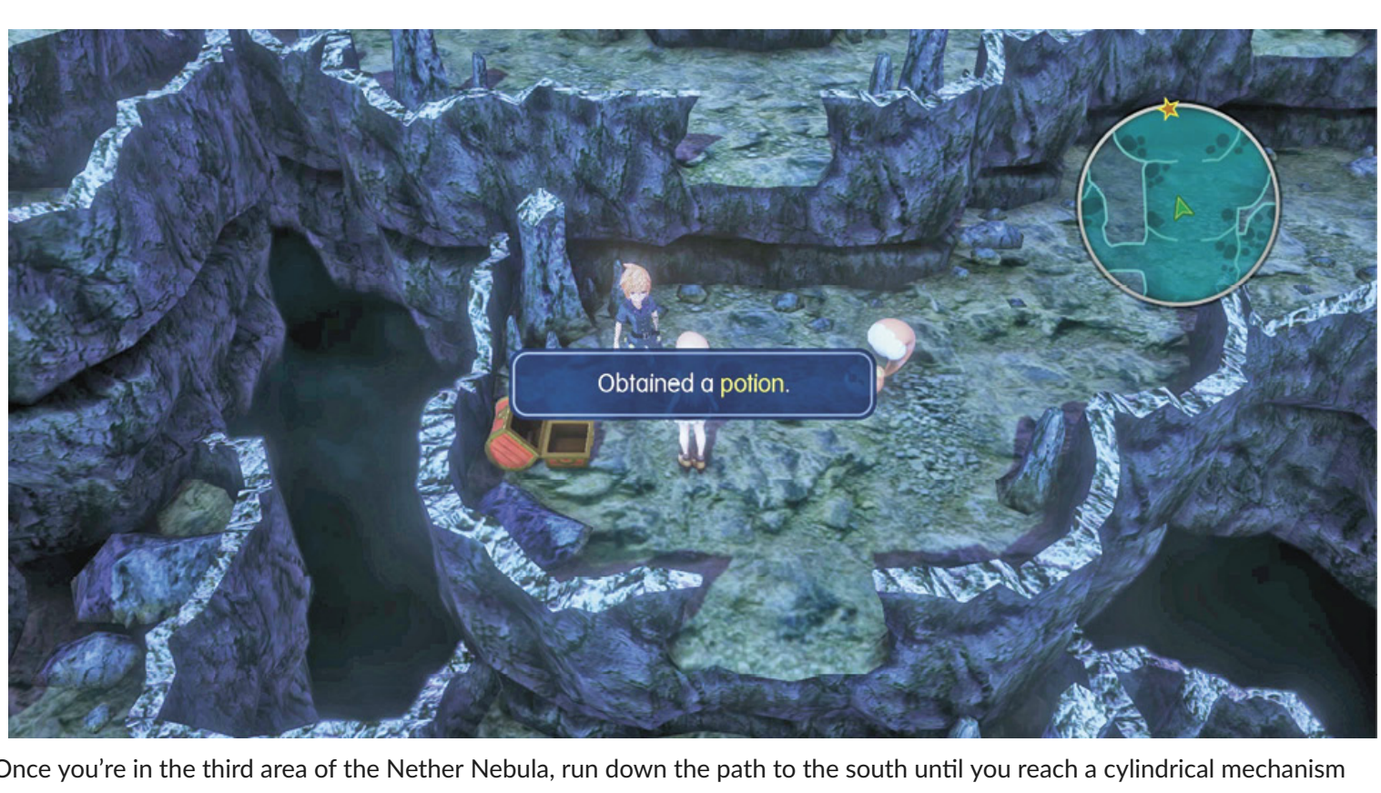
Imprismed ———

Elemental Resistances

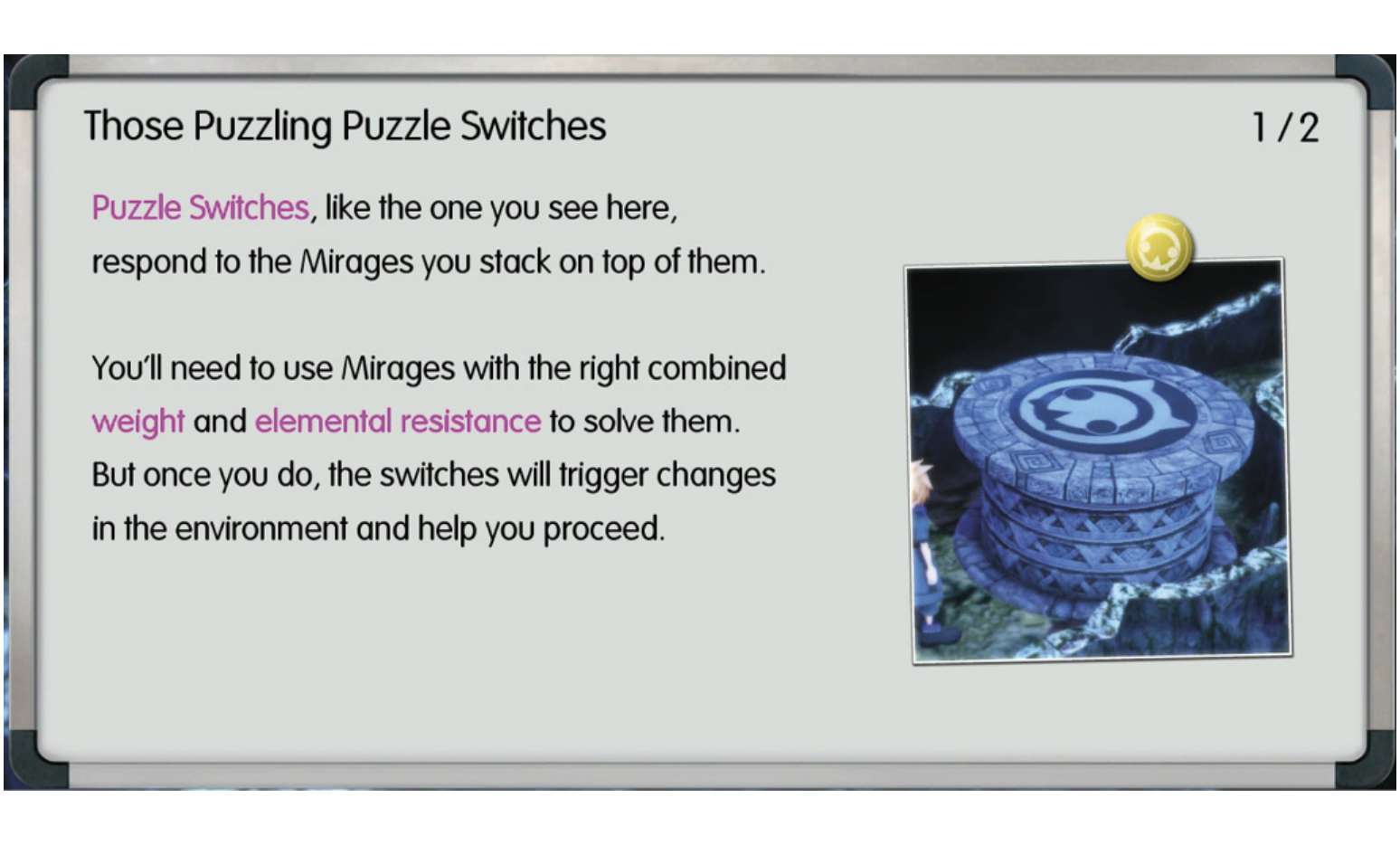
0
0
-50
-50
25
75
0
0

From this top tier of cliffs, traverse your way south down the east portion of the area to open a treasure chest containing **three potions**. Now you can jump down one of the ledge openings from here to the middle-ledge tier. Your destination is southeast from this middle ledge, but before you leave the area through the southeast exit, make sure to pick up another **potion** from a chest in the north of the middle-tier cliff. Don't jump down to the bottom tier unless you missed the three potions chest and need to wrap back around to the top.





Once you're in the third area of the Nether Nebula, run down the path to the south until you reach a cylindrical mechanism protruding from the ground. These devices are essentially puzzle switches that require certain combinations of Mirage stacks. Basically, to proceed forward, you need to meet the conditions that the puzzle requires. Interacting with this puzzle requires a stack with at least 50 points of earth resistance and 5 units of weight. These stats are conveniently displayed on the right side of the screen while building your stack.

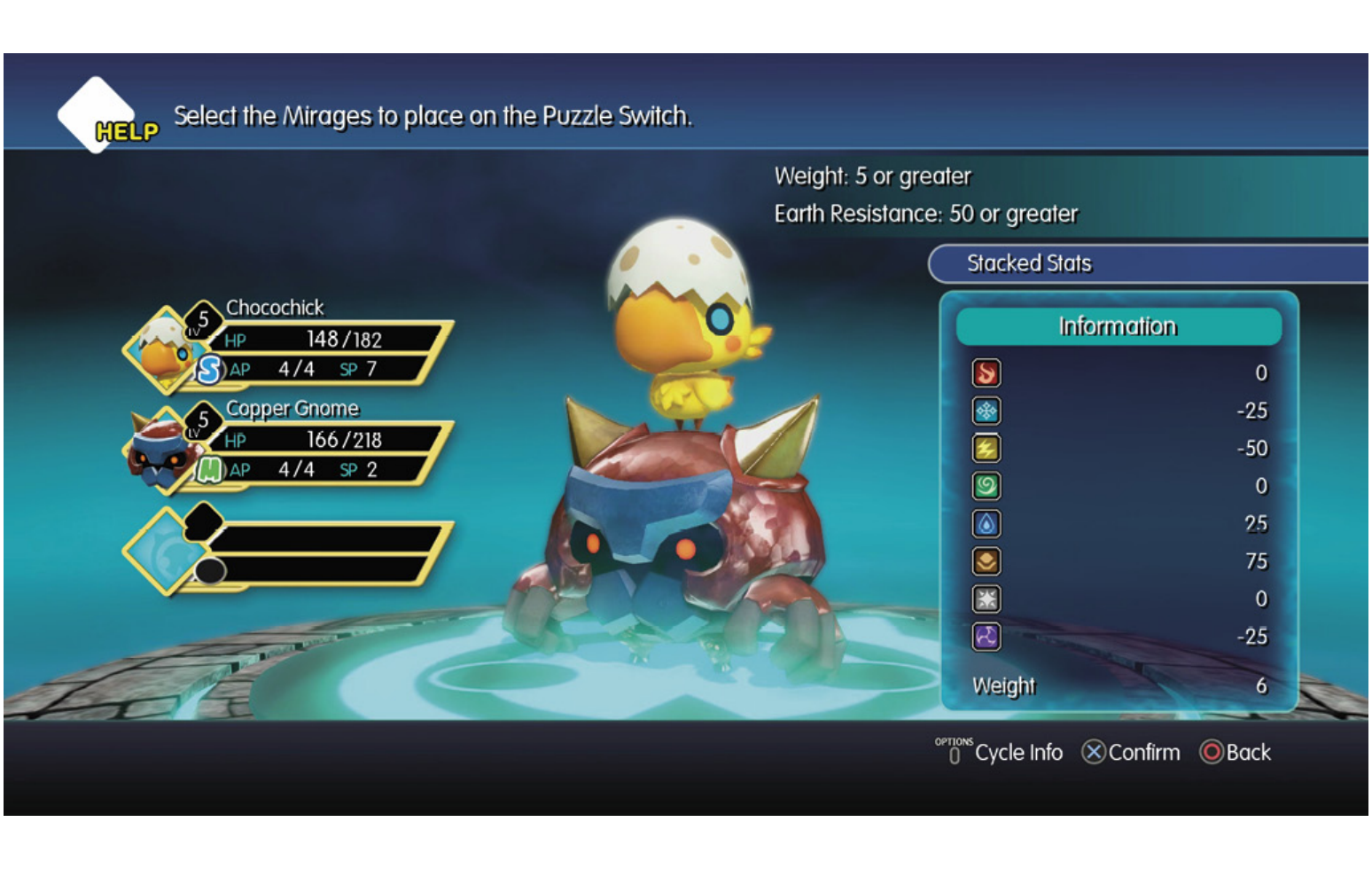


Those Puzzling Puzzle Switches 1 / 2

Puzzle Switches, like the one you see here, respond to the Mirages you stack on top of them.

You'll need to use Mirages with the right combined weight and elemental resistance to solve them. But once you do, the switches will trigger changes in the environment and help you proceed.

If you've captured the Mirages here in the Nether Nebula, this puzzle condition should be no problem to fulfill. A medium-sized copper gnome alone provides 5 units of weight and 50 points of earth resistance. You can proceed (by pressing △ when you're done creating your stack).



HELP Select the Mirages to place on the Puzzle Switch.

Weight: 5 or greater
Earth Resistance: 50 or greater

Stacked Stats

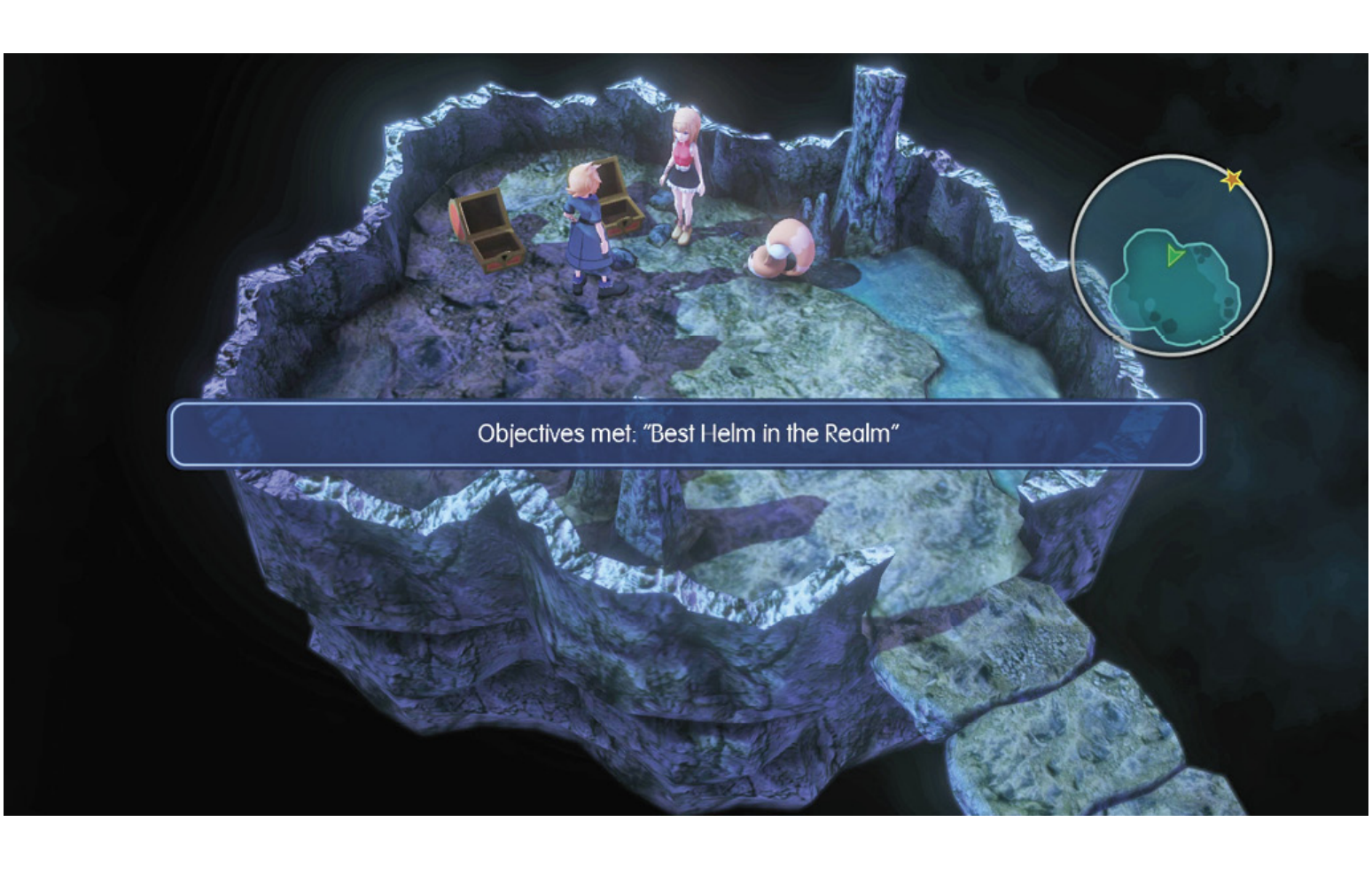
Chocochick HP 148/182 AP 4/4 SP 7

Copper Gnome HP 166/218 AP 4/4 SP 2

Information

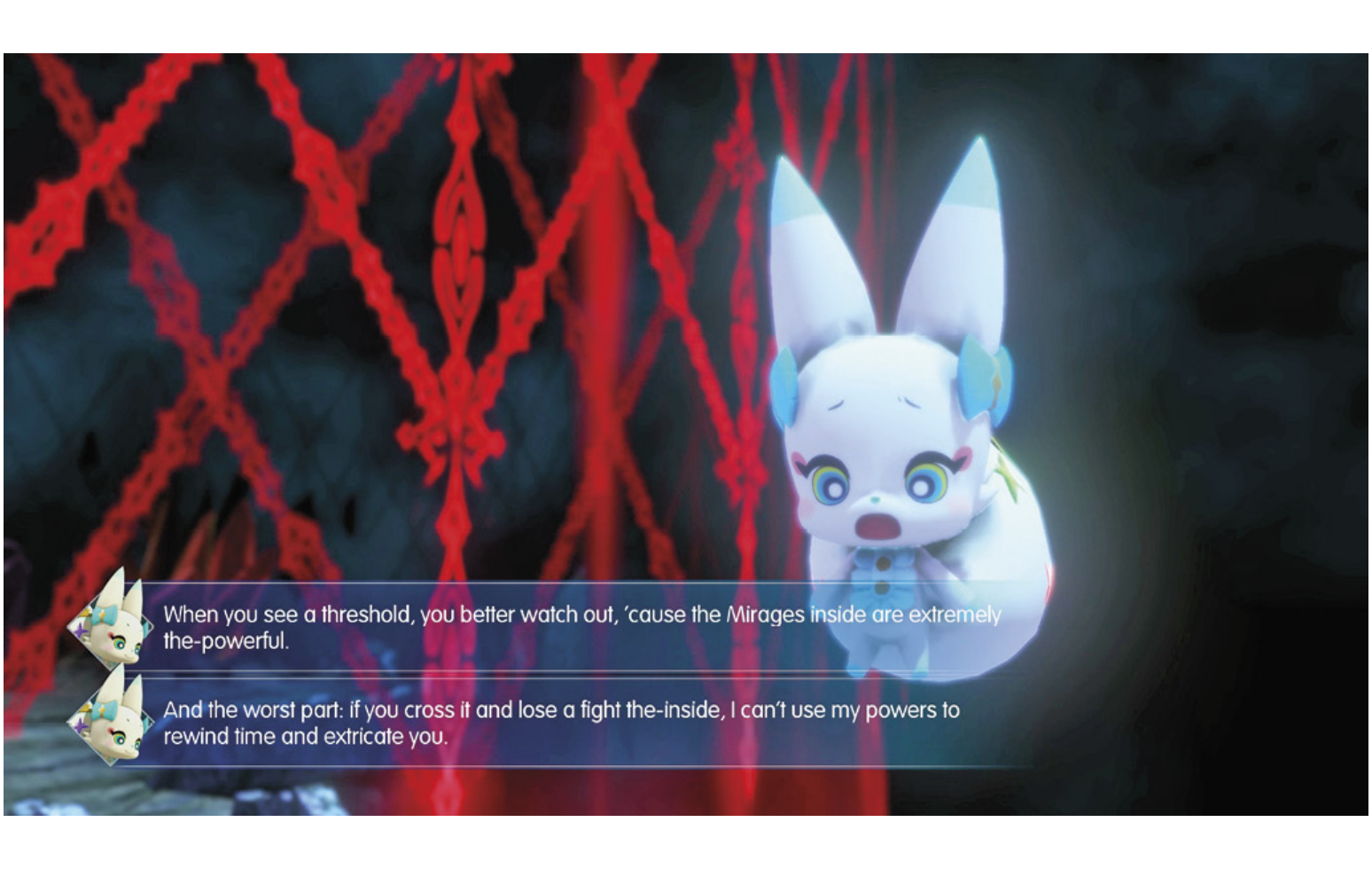
0
-25
-50
0
25
75
0
-25
Weight 6

Your reward for completing the puzzle is a bridge to the central platform of the area. Cross the rock bridge and continue east, where there's another puzzle switch. This time, you're required to create a stack with at least 75 units of earth resistance and 5 units of weight. This puzzle is optional, but it's easily completed with a copper gnome plus chocochick or mini golem combination. Completing this puzzle brings up a bridge directly to the north of the switch, connecting the area to a secret platform with two treasure chests. Open the chests for some **phoenix down** and an **earth hammer**. If you accepted the side quest from Cornelia earlier, picking up the earth hammer triggers a quest completion message for **Best Helm in the Realm**. You can retrieve the reward through the Adventure Log now, or you can physically return it to the guard in Cornelia.



Return to the center platform of the area, and climb the ramps to the north to continue on to the final area of the dungeon.

For now, there's only one way to go in this area of the Nether Nebula since the path going east is blocked off. Climb the ramp near the starting point to trigger a short cutscene regarding Mirage thresholds. The cage-like structure represents a boss encounter in which dying causes a game over. Essentially, whenever you see a Mirage threshold, be prepared and save your progress before entering!


When you see a threshold, you better watch out, 'cause the Mirages inside are extremely the-powerful.
And the worst part: if you cross it and lose a fight the-inside, I can't use my powers to rewind time and extricate you.

After Tama warns you of the upcoming danger, save your progress at the Save Crystal here. Another thing to note is that this particular area of the dungeon does not trigger random enemy encounters. If you need to level up or want to imprism any missing Mirages in the Nether Nebula, you can climb back down to the previous area to do so.

BOSS BATTLE: AN OLD ACQUAINTANCE

The boss battle that awaits can prove difficult if you aren't prepared. It's highly recommended that you at have at least two full, three-character stacks for your Jiants, which means that you should have at least two medium-sized Mirages and two small-sized Mirages. If you need to capture a floating eye or copper gnome, return to the previous area of the dungeon and look for an encounter with one. Also, leveling your characters and Mirages up to around five or six helps greatly, thanks to the increase in stats and abilities.

When you're ready, walk inside the threshold past the Save Crystal for a cutscene with a trio of iconic Final Fantasy characters.

It seems these three are old pals of Reynn and Lann. However, they're too powerful to take on all at once, so you must choose which one to fight to prove your worth. Note that your decision here doesn't affect the main story and only determines which Mirage you obtain afterward. Whichever Mirage you defeat determines the type of Mirage prismarium that you receive. Eventually, all of these Mirages are imprismable, so whichever you pick now is strictly preference because you can obtain the others at a later time.

GROUNDING RAMUH

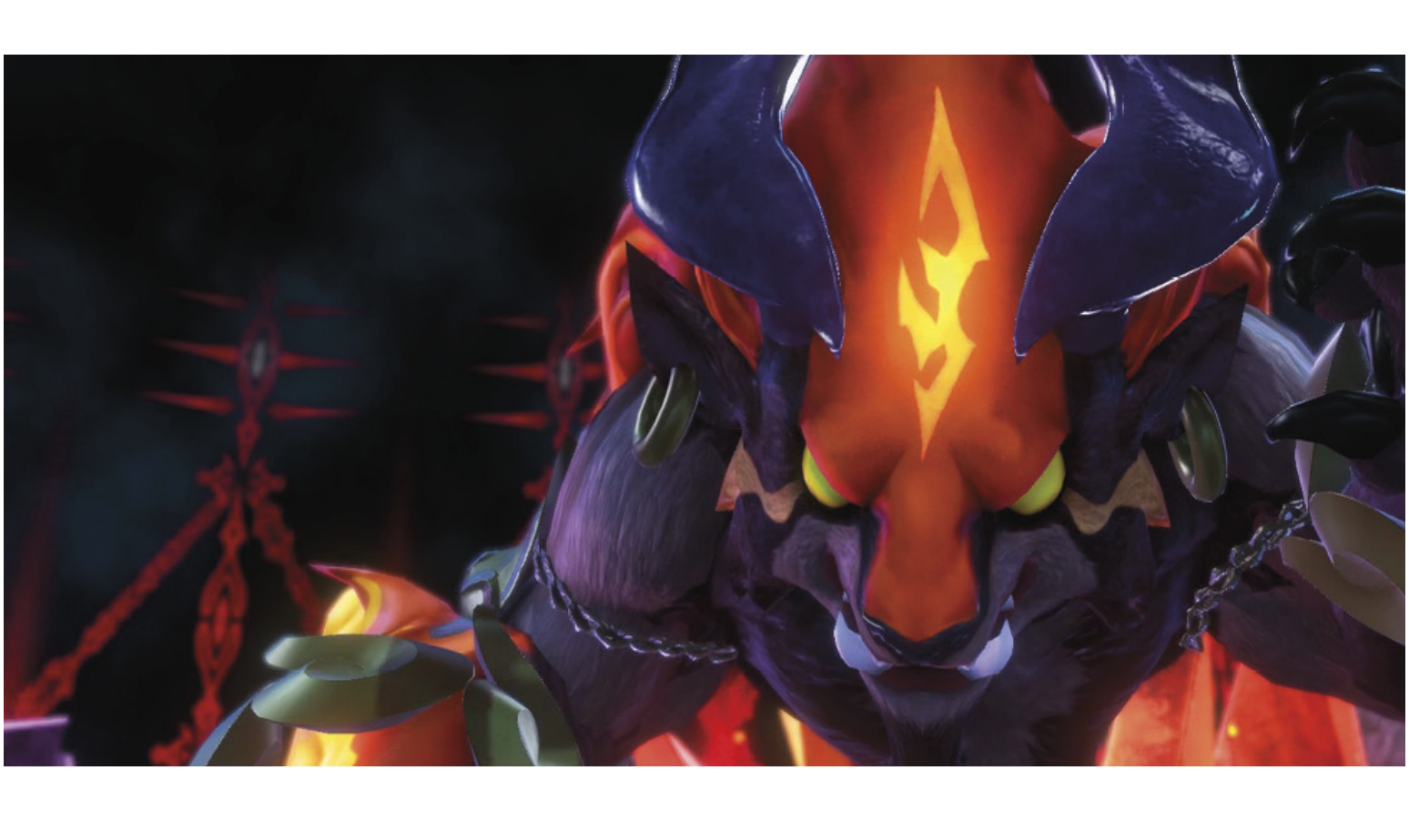
Ramuh is a thunder-based Mirage, excelling in magic. Naturally, it's best to set up your stacks to have a high thunder elemental resistance or to have powerful earth-based attacks. At this point in the game, you won't have access to thunder-resistant Mirages, but you do have access to earth-based attacks. For instance, set up one of your Jiant stacks with a copper gnome to unlock the Channel Element: Earth stacked ability. This attack deals a large amount of damage to thunder-based Mirages. The drawback is that it makes this particular stack weak to thunder, so Ramuh's Judgment Bolt deals an extreme amount of damage. Make sure to have your party's HP maxed out when Ramuh's HP drops to around half. Note that whenever one of these Mirages' max health drops to half, they perform their ultimate attack on their next turn!

Ramuh is also weak to dark-based damage, so having your other Jiant stack set up with a floating eye is advisable (unlocks Channel Element: Dark).

Your reward for selecting and defeating Ramuh is a **zapt prismarium**.

EXTINGUISHING IFRIT

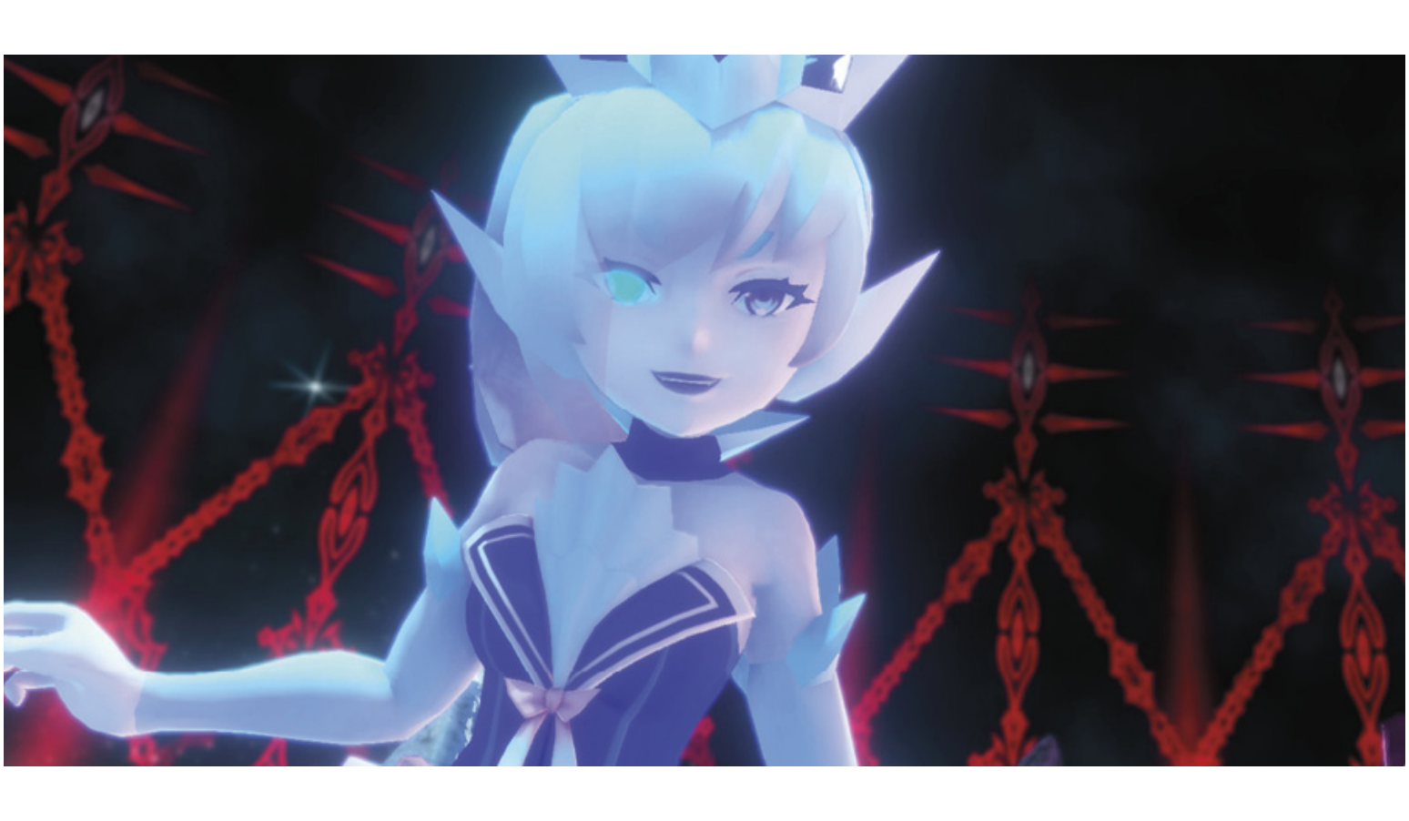
Although Ifrit is a fire-based Mirage, most of his damage is derived from his physical attacks. Additionally, you don't have access to significant fire-resistant Mirages at this point, nor do you have ice or water spells. The best way to mitigate Ifrit's damage is by casting the Protect spell on your party members (provided by the copper gnome's Mirage Board) while dishing out your own physical damage. Like Ramuh and Shiva, Ifrit performs his ultimate attack (Hellfire) when his HP drops to around half, so be prepared to take a large amount of fire damage while you whittle away at his health.



Your reward for selecting and defeating Ifrit is a **fritt prismarium**.

THAWING SHIVA

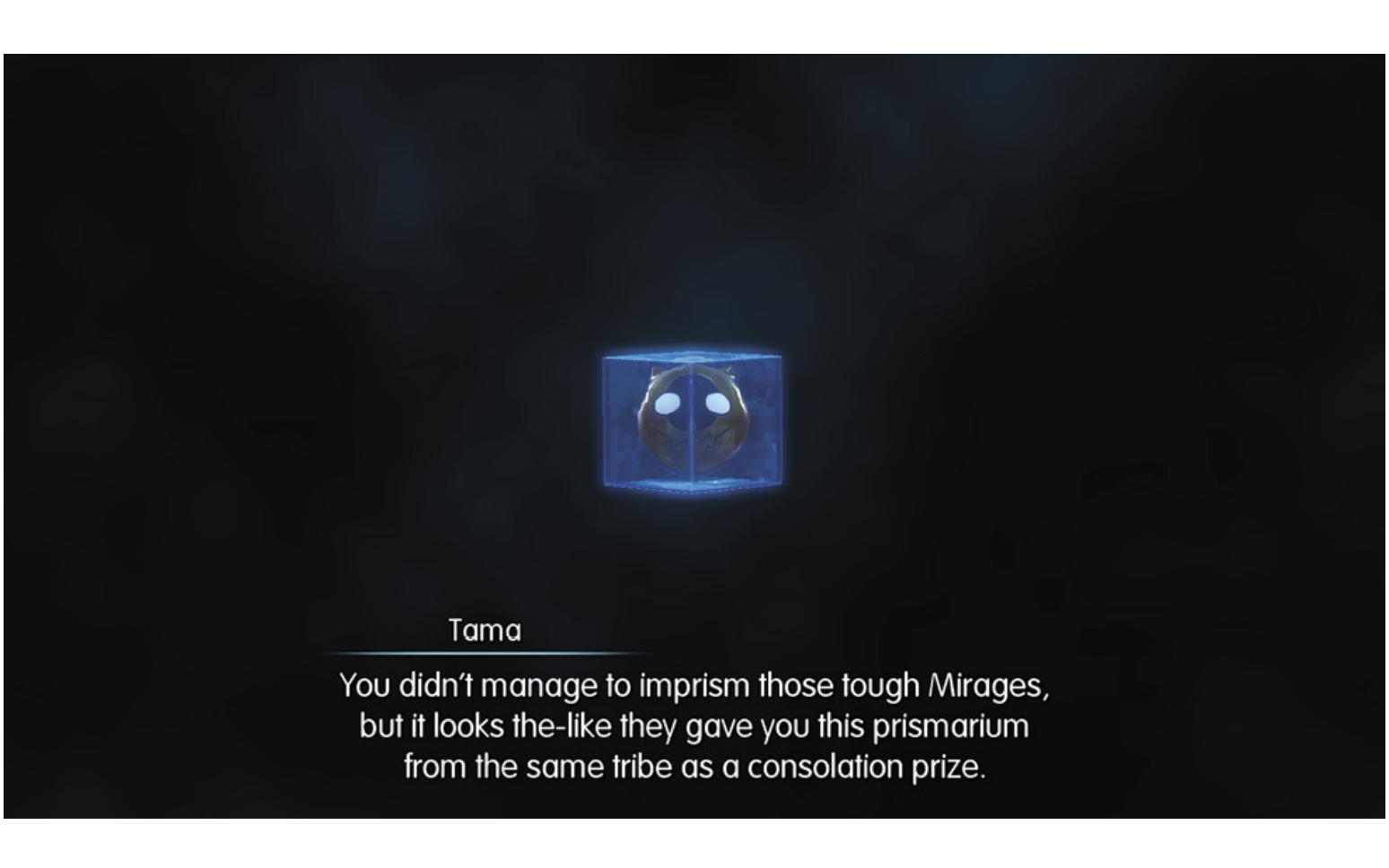
Shiva is an ice-based Mirage who deals most of her damage through magical abilities. Fortunately, you have access to strong fire- and dark-based attacks (if you've imprismed a floating eye). You can quickly burn down Shiva by putting Tama in one of your Jiant stacks while having a floating eye in the other Jiant stack. This gives you access to Foxfire and Channel Element: Dark, which are both strong against Shiva.



When she drops to half her max HP, Shiva unleashes Diamond Dust, so keep your party healthy while you melt her.

Your reward for selecting and defeating Shiva is a **bablizz prismarium**.

Once you're victorious, the Mirage trio deems the twins unfit as Mirage Keepers for now. Although you're unable to imprism them, the three Mirages leave behind a consolation prize. You also learn about transfigurations through a text tutorial here. For in-depth transfiguration details, refer to the **The Mechanics of Grymoire** chapter of this guide.



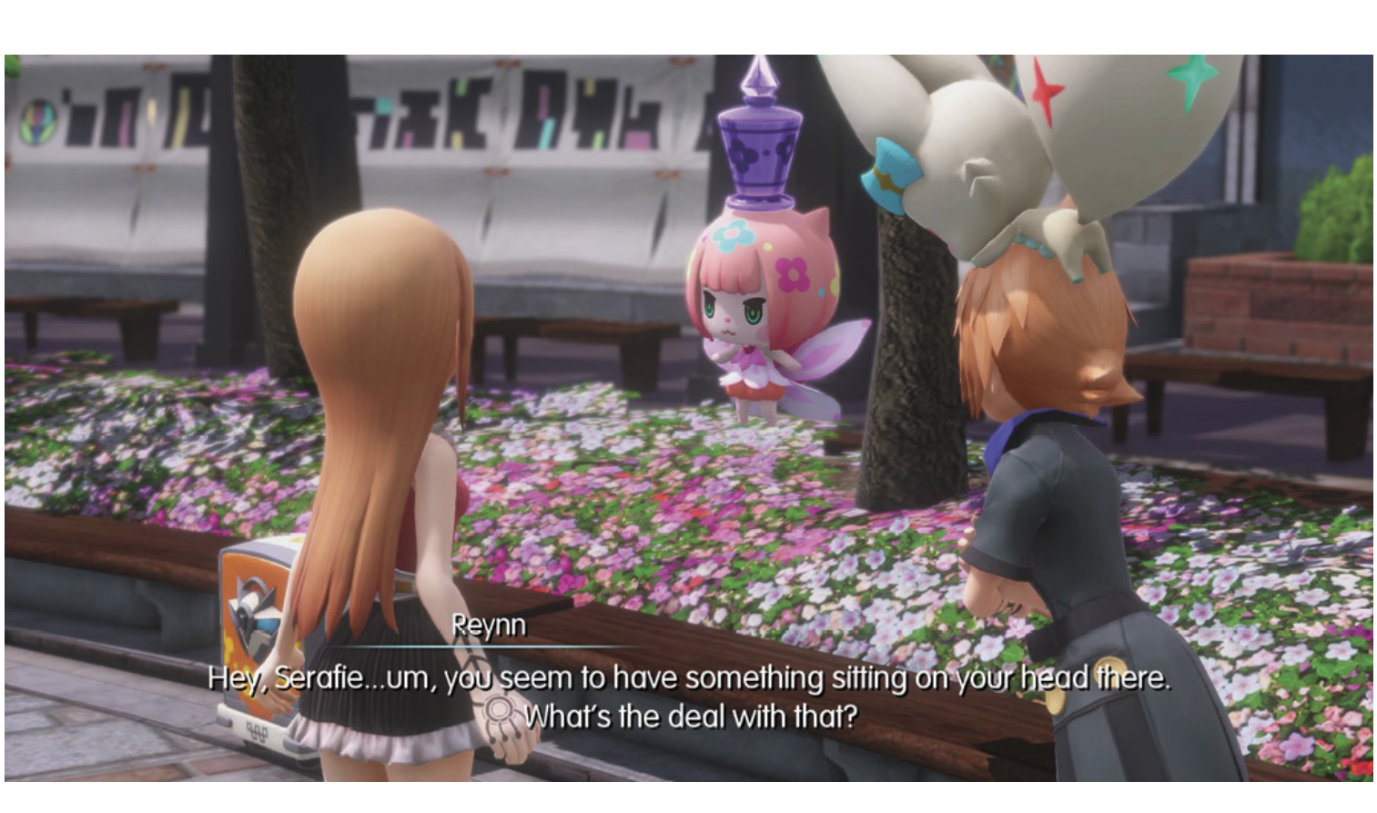
Tama

You didn't manage to imprism those tough Mirages, but it looks the-like they gave you this prismarium from the same tribe as a consolation prize.

RETURN TO CORNELIA

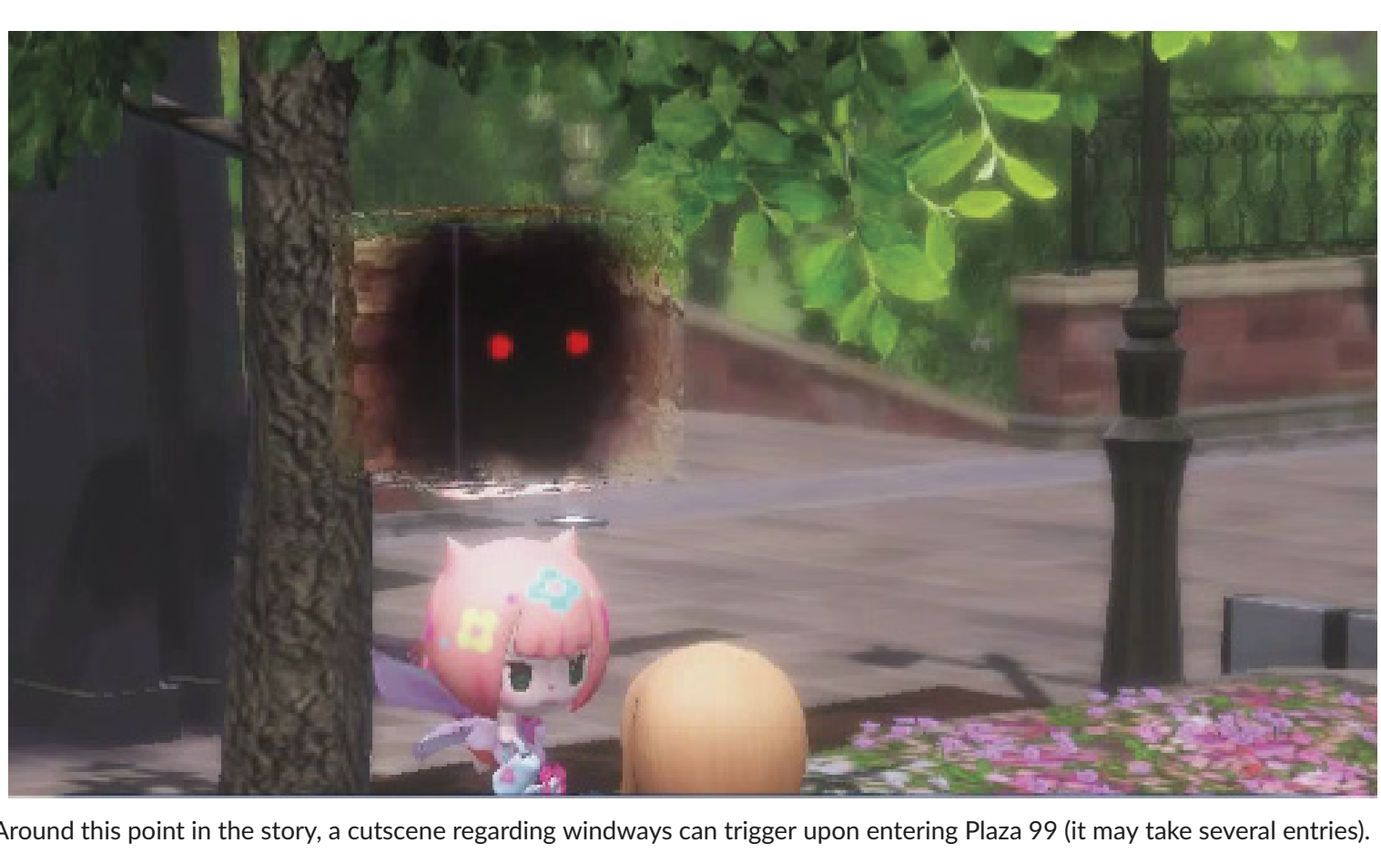
With some extra firepower under your belt, you can return to Nine Wood Hills through the Exit Gate that Tama conveniently conjures up here.

Back in the hills, return to Plaza 99 and talk to Serafie. You might notice that Serafie has some sort of object on her head. The object is generated at random after a certain period of time. The item that she presents is usually a helpful usable battle item, but sometimes it can be a murkrift—imprism or defeat these Mirages! Come back and regularly check Serafie's noggin to see what surprises she has in store for you.

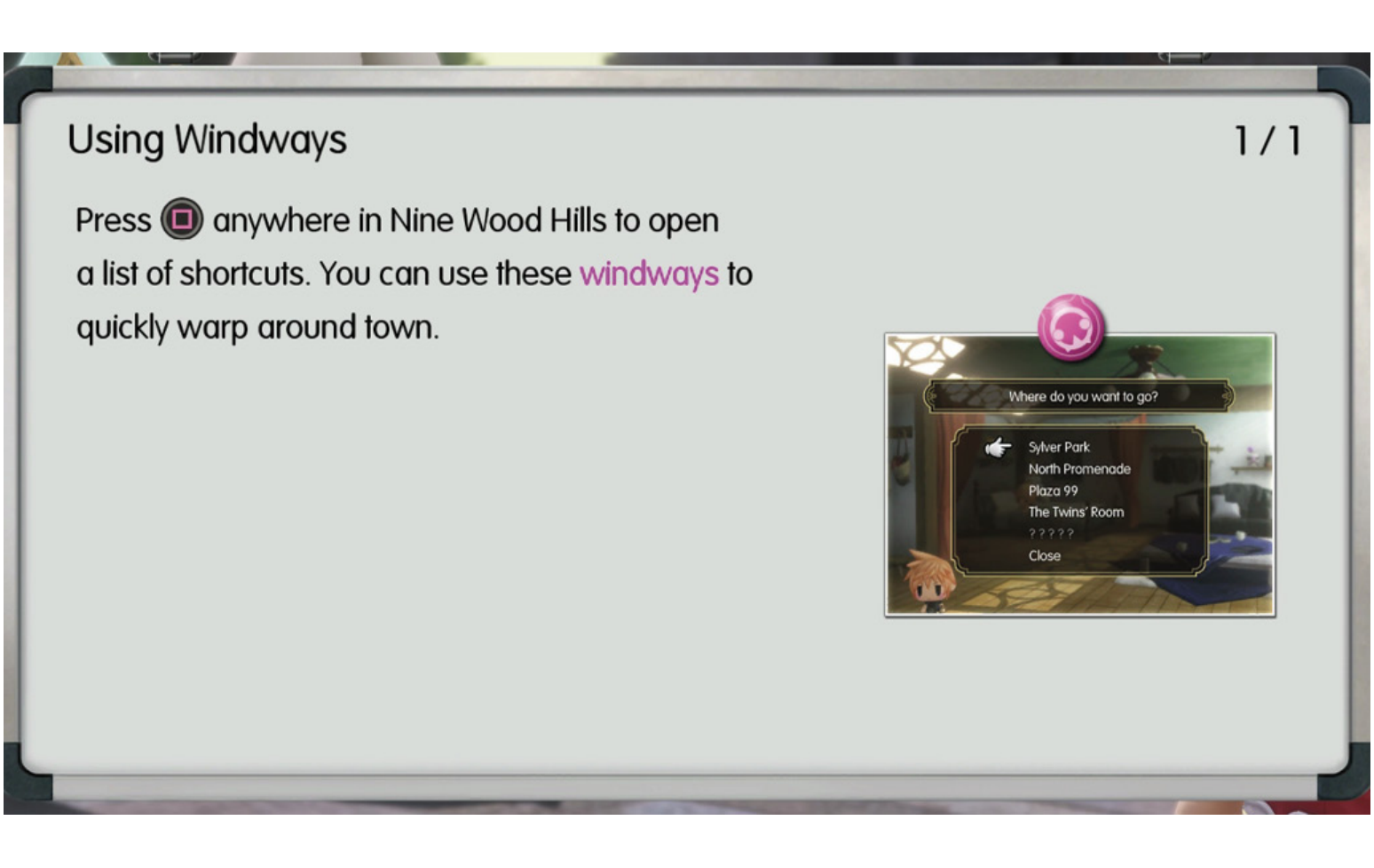


Reynn

Hey, Serafie...um, you seem to have something sitting on your head there. What's the deal with that?



Around this point in the story, a cutscene regarding windways can trigger upon entering Plaza 99 (it may take several entries). Windways are a convenient fast-travel tool for getting around Nine Wood Hills. Once you've triggered the cutscene with Serafie, press ▢ to open up the fast-travel interface anywhere in Nine Wood Hills.



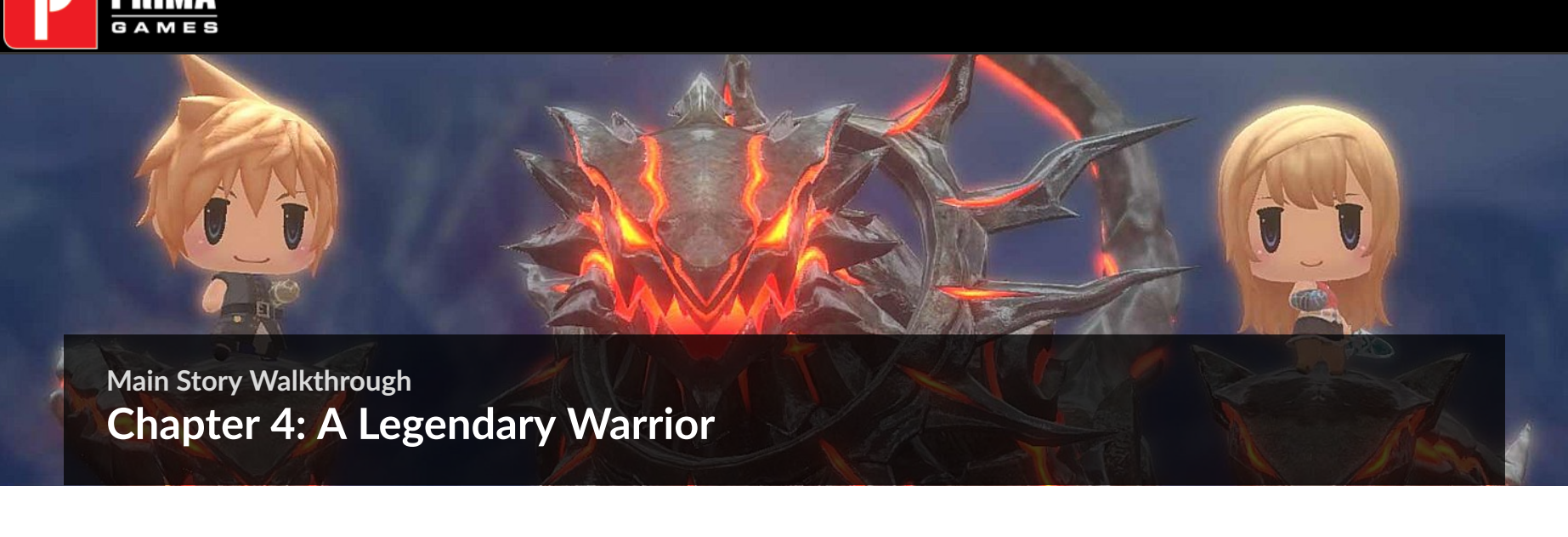
Using Windways 1 / 1

Press ▢ anywhere in Nine Wood Hills to open a list of shortcuts. You can use these windways to quickly warp around town.

Where do you want to go?

Sylver Park
North Promenade
Plaza 99
The Twins' Room
?????
Close

When you're ready to continue the main story, return to Cornelia through the Gate in Sylver Park to conclude the chapter.



Main Story Walkthrough

Chapter 4: A Legendary Warrior

Reynn and Lann return to Cornelia just in the nick of time. The aggressive Bahamutian Federation forces have set up camp nearby, threatening a total invasion of Cornelia. Lann, being a surprisingly adept tactician, suggests a preemptive attack on the camp as the optimal course of defense. Princess Sarah hesitates, but she's eventually convinced and puts her faith in the Mirage Keepers.

Princess Sarah
We will fight...and place our faith in the Mirage Keepers.

TO THE WATCHPLAINS

After speaking with Princess Sarah, make your way down Cornelia, toward the exit to the Cornelia Region hub. Before you leave town, a cutscene triggers with the Cornelian Brigade Captain, who informs the protagonists that he and his troops will join the fray when the time is right.

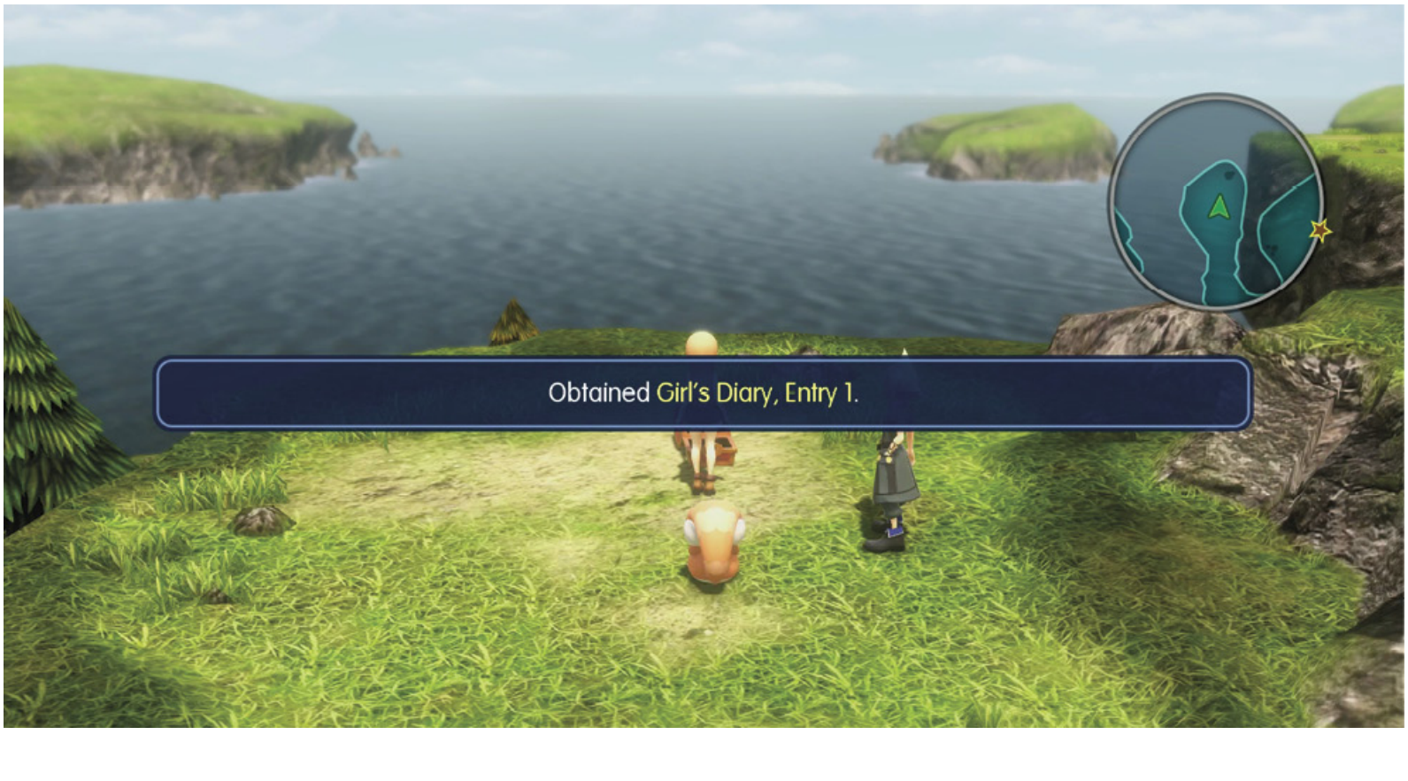
Brigade Captain

Save your progress at the Save Crystal at the bottom of the town steps, then enter the Cornelia Region hub. As soon as you enter the hub, you can see the Bahamutian encampment in the distance to the northwest. Enter the camp to join the battle between the two armies.

The Watchplains

Action Checklist
1. Enter the Watchplains
2. Climb the Bahamutian encampment, defeating goblins and helping Cornelian troops
3. Defeat the Bahamutian Commander
4. (Optional) Imprism a black chocochick

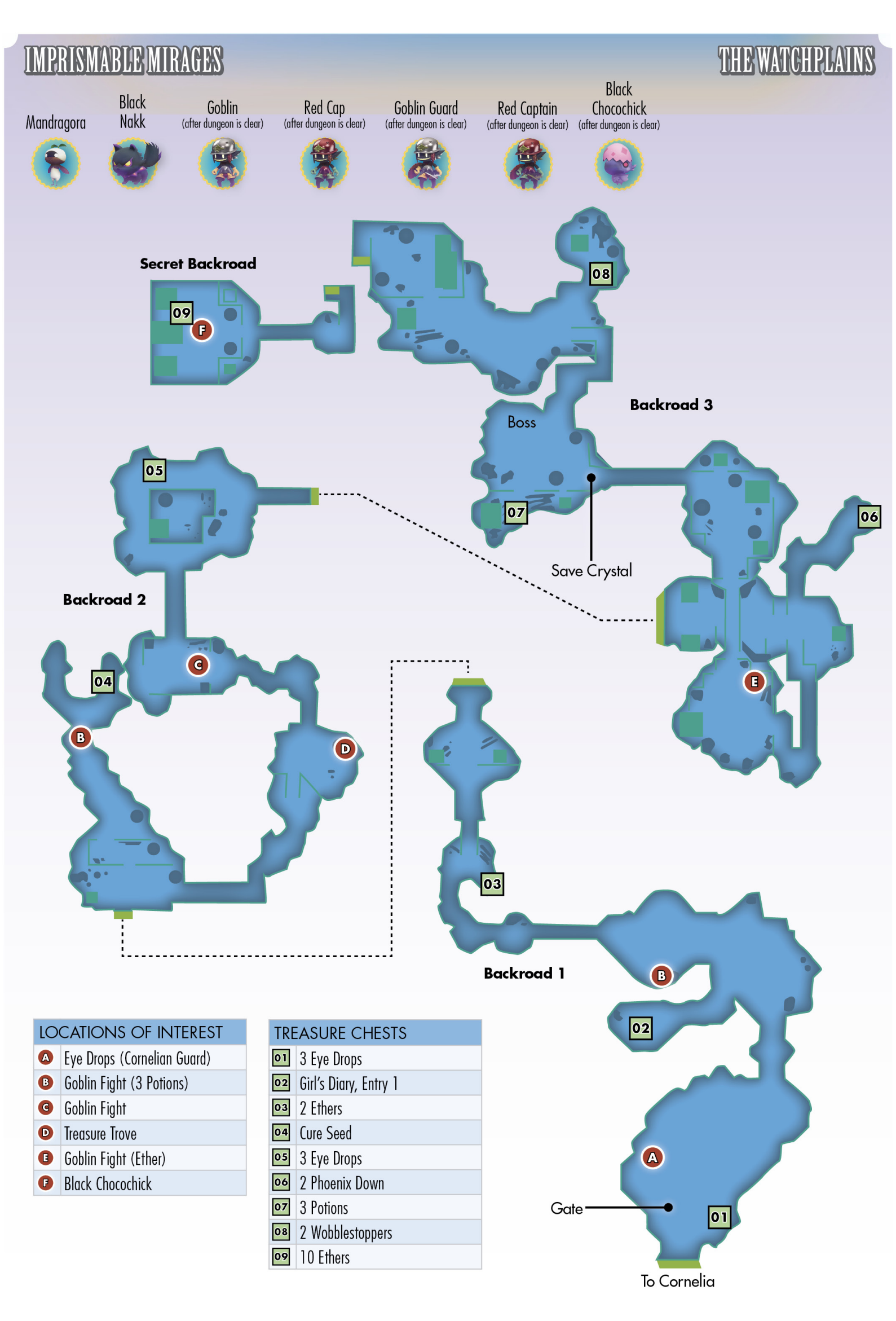
Directly east of your starting point is a chest with **three eye drops** inside. Grab them, then talk to the Cornelian soldier just north of the gate for a tip on the blindness affliction that some of the goblins may inflict on you. He also hands you complimentary **eye drops**.


Obtained Girl's Diary, Entry 1.

Continue and make your way north until you get to the midsection of the area. In the peninsula to the west here, there's a treasure chest containing **Girl's Diary, Entry 1**. This is just one part of a large series of entries detailing past events. You can read it by selecting it in the Key Items section of the Items menu.

Proceed to the northwest portion of the map. As you advance toward the bridge, approach the goblin hovering over a wounded Cornelian soldier to begin an encounter. Reynn states that the goblins' keeper is close, judging by the chains linking them, so these goblins can't be imprisoned just yet. Defeat the goblins, and speak to the soldier before crossing the bridge to receive **three potions**. Before climbing the staircase, open the treasure chest in the small nook located slightly southeast and obtain **two ethers**.

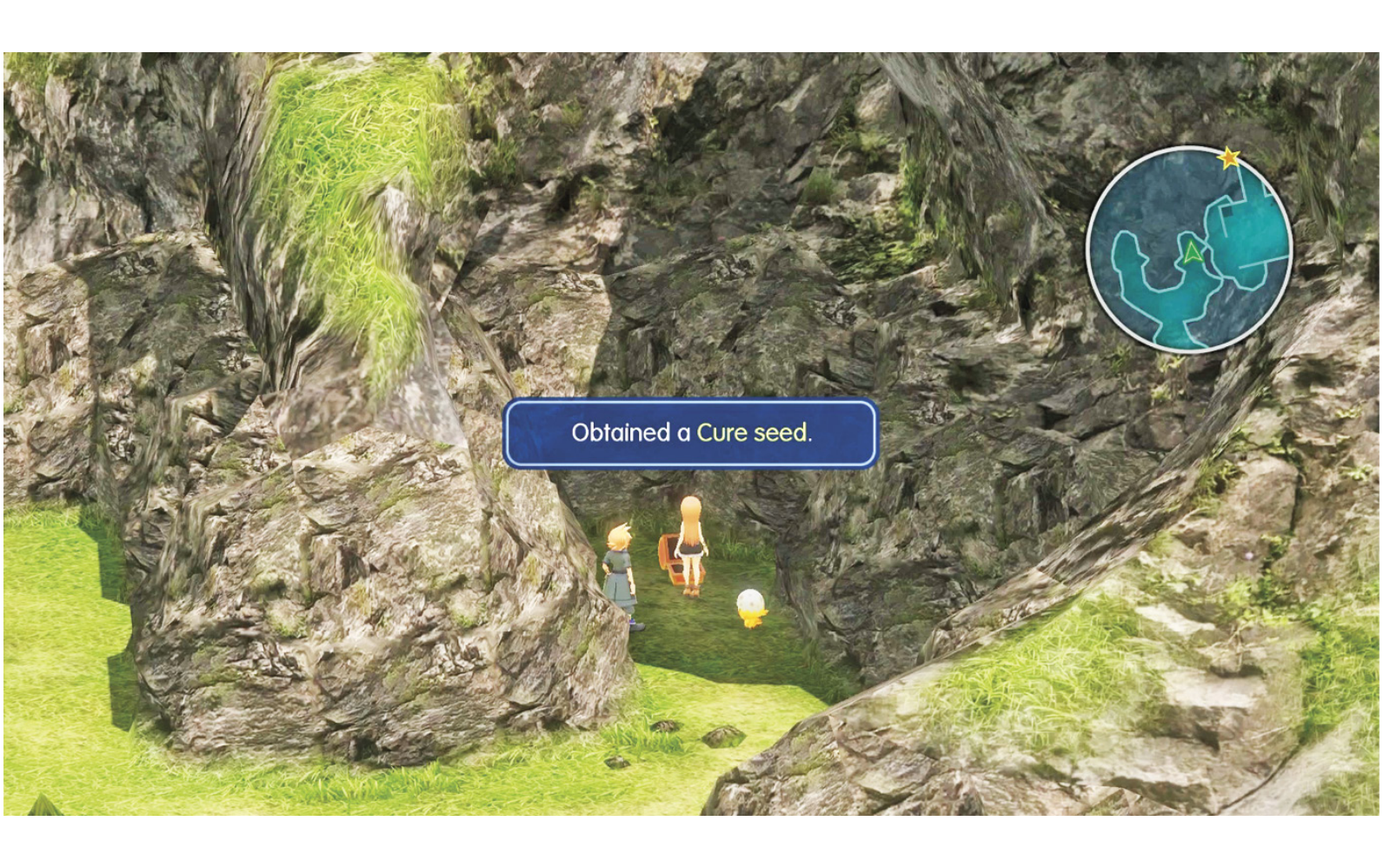
Obtained 2 ethers.


IMPRISMABLE MIRAGES
THE WATCHPLAINS
Mandragora
Black Nakk
Goblin (after dungeon is clear)
Red Cap (after dungeon is clear)
Goblin Guard (after dungeon is clear)
Red Captain (after dungeon is clear)
Black Chocochick (after dungeon is clear)
Secret Backroad
Backroad 3
Boss
Save Crystal
Backroad 2
Backroad 1
Gate
To Cornelia
01
02
03
04
05
06
07
08
09
A
B
C
D
E
F

LOCATIONS OF INTEREST	
A	Eye Drops (Cornelian Guard)
B	Goblin Fight (3 Potions)
C	Goblin Fight
D	Treasure Trove
E	Goblin Fight (Ether)
F	Black Chocochick

TREASURE CHESTS	
01	3 Eye Drops
02	Girl's Diary, Entry 1
03	2 Ethers
04	Cure Seed
05	3 Eye Drops
06	2 Phoenix Down
07	3 Potions
08	2 Wobblestoppers
09	10 Ethers

Now, cross the bridge and proceed to the next area of the Watchplains. There are two paths here. Take the path north past the wooden fences first, and keep following it until you're interrupted by an encounter with a couple of goblins bullying a Cornelian soldier. Slay the goblins, then talk to the guard for a reward of **three potions**. Then, in a small alcove to the northeast, open a treasure chest to obtain a valuable **Cure seed**. If this is your first ability seed, a text tutorial displays, providing pertinent information. Place the seed in a Blank Space on one of your favorite Mirage's Mirage Boards to gain access to a handy heal!


Obtained a Cure seed.

Return to the entrance of the area, and take the main path up the stairs. When you reach another Cornelian guard on a central platform, there's a Treasure Trove in the nearby straw hut if you have a strolling Mirage with you.

REYNN: Let's try and get the drop on the commander from higher up the camp.
Up ahead, you will find the Bahamutian soldier in charge. He leads the goblins.

Proceed to the next floor of the area. It looks like the Brigade Captain is having trouble with a group of goblins here. This encounter involves more types of goblins, including a red captain and goblin guard. Defeat them, and the Brigade Captain warns you of the Bahamutian leader confrontation up ahead.

Up another set of stairs is a group of guards fenced in with a goblin. You can't interact with them in any way, but you can loop around behind the enclosure to open a treasure chest containing **three eye drops** around the back before you enter the next area.

In this area, begin heading east until you reach a path heading north. Inside this path is a hidden treasure chest containing **two phoenix down**. Pick them up, then climb the southeast stairs overlooking the battle zone. Proceed to the next platform, where you can help another guard on the field. Defeat the enemies and talk to the guard for a reward: an **ether**. Continue north, then take the stairs to the west up to a Save Crystal. There's a boss battle soon, so now is a good time to save your game here.

Southwest of the Save Crystal through an opening in a fence, there's a treasure chest holding **three potions**. Grab these before facing off with the boss in the middle of the platform.

Obtained 3 potions.

As you approach the north half of this platform, a cutscene triggers between Princess Sarah and a giant goblin. The situation looks dire until a mysterious source of energy surges from the twins' arms, awakening a dormant power within the Brigade Captain.

Princess Sarah
Aaah!

After Princess Sarah's exposition on Mediums and Champions, the giant goblin and its keeper interrupt the party with a boss encounter.

Lann
This guy must be their boss.
627
12
652
12

BOSS BATTLE: GIANT GOBLIN AND BAHAMUTIAN COMMANDER

This boss duo doesn't have any particular weaknesses or strengths, but they both possess strong physical attacks. You should be around level 6-8 around this point, and it's recommended that you have access to the Protect ability, accessible from the copper gnome Mirage Board.

Taking out the Bahamutian Commander first makes the fight a bit easier since he has fewer hit points and the ability to cast Cure. Keep your health up with potions that you've collected along the way, and you'll eventually be victorious.

FINAL FANTASY ORIGIN—WARRIOR OF LIGHT

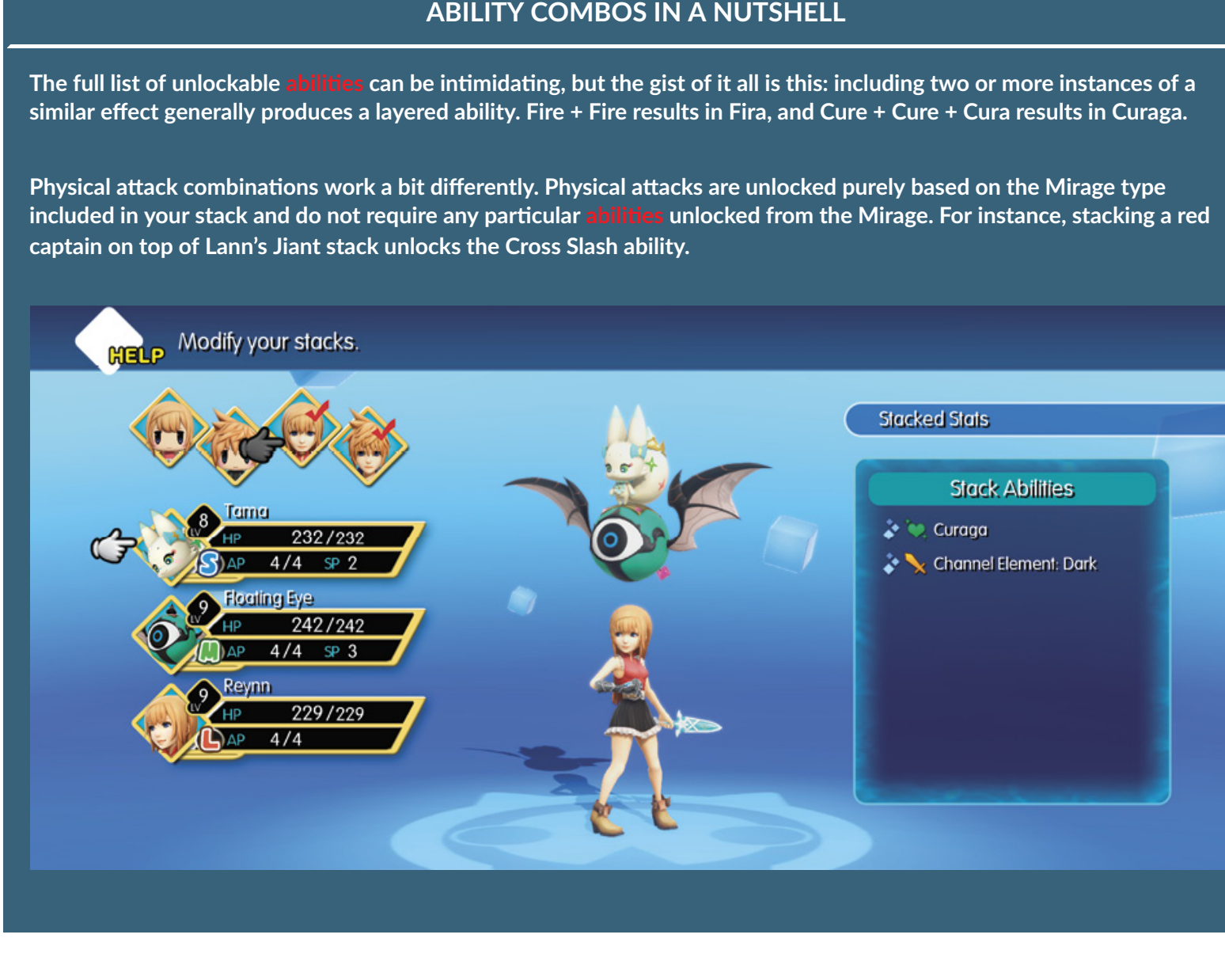
Although the Warrior of Light is represented by a singular Cornelian captain in World of Final Fantasy, the original Warrior of Light refers to the four player-created heroes from the original Final Fantasy. As in the original game, the Warriors of Light are prophesied to appear in Cornelia in order to rescue Princess Sarah from a dark knight known as Garland.

After you defeat the duo, a cryptic cutscene plays, introducing several characters involved in an ominous prophecy. Once the cutscene is over, a new text tutorial presents itself regarding combined abilities. Read this carefully. Combining abilities to create stronger ones is a powerful tool. For complete details of possible combined abilities, refer to the **Abilities** section in the **Encyclopedia** chapter of this guide.

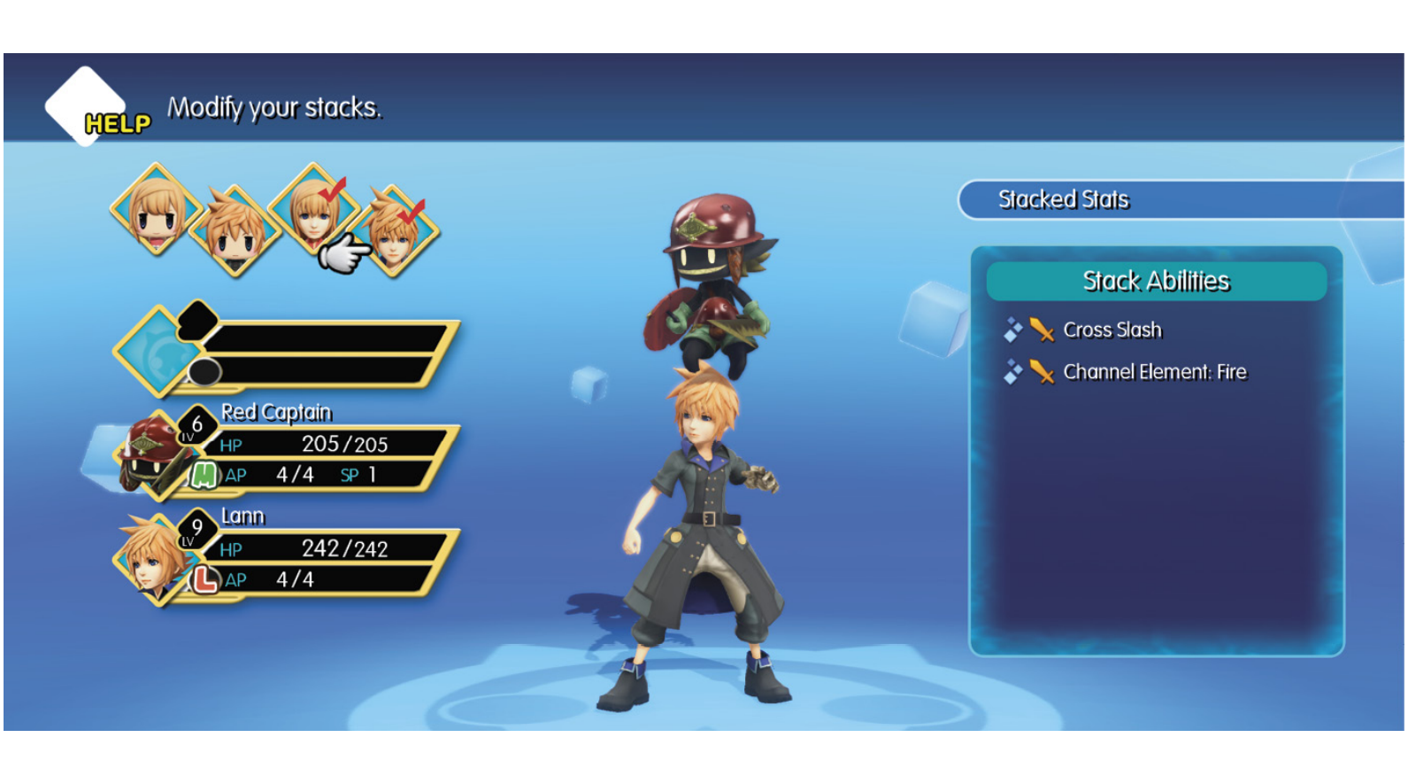
ABILITY COMBOS IN A NUTSHELL

The full list of unlockable abilities can be intimidating, but the gist of it all is this: including two or more instances of a similar effect generally produces a layered ability. Fire + Fire results in Fira, and Cure + Cure + Cura results in Curaga.

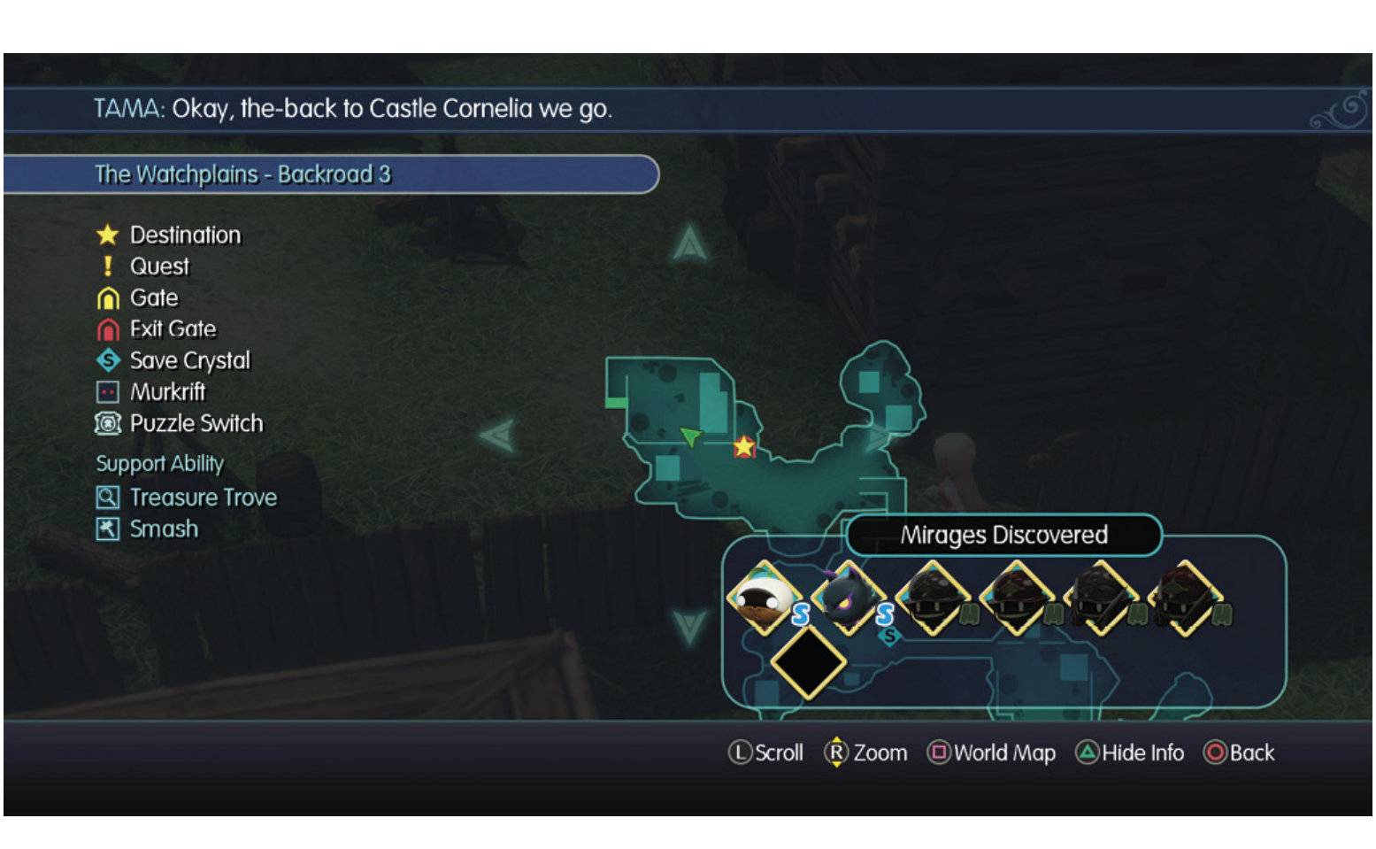
Physical attack combinations work a bit differently. Physical attacks are unlocked purely based on the Mirage type included in your stack and do not require any particular abilities unlocked from the Mirage. For instance, stacking a red captain on top of Lann's Jiant stack unlocks the Cross Slash ability.

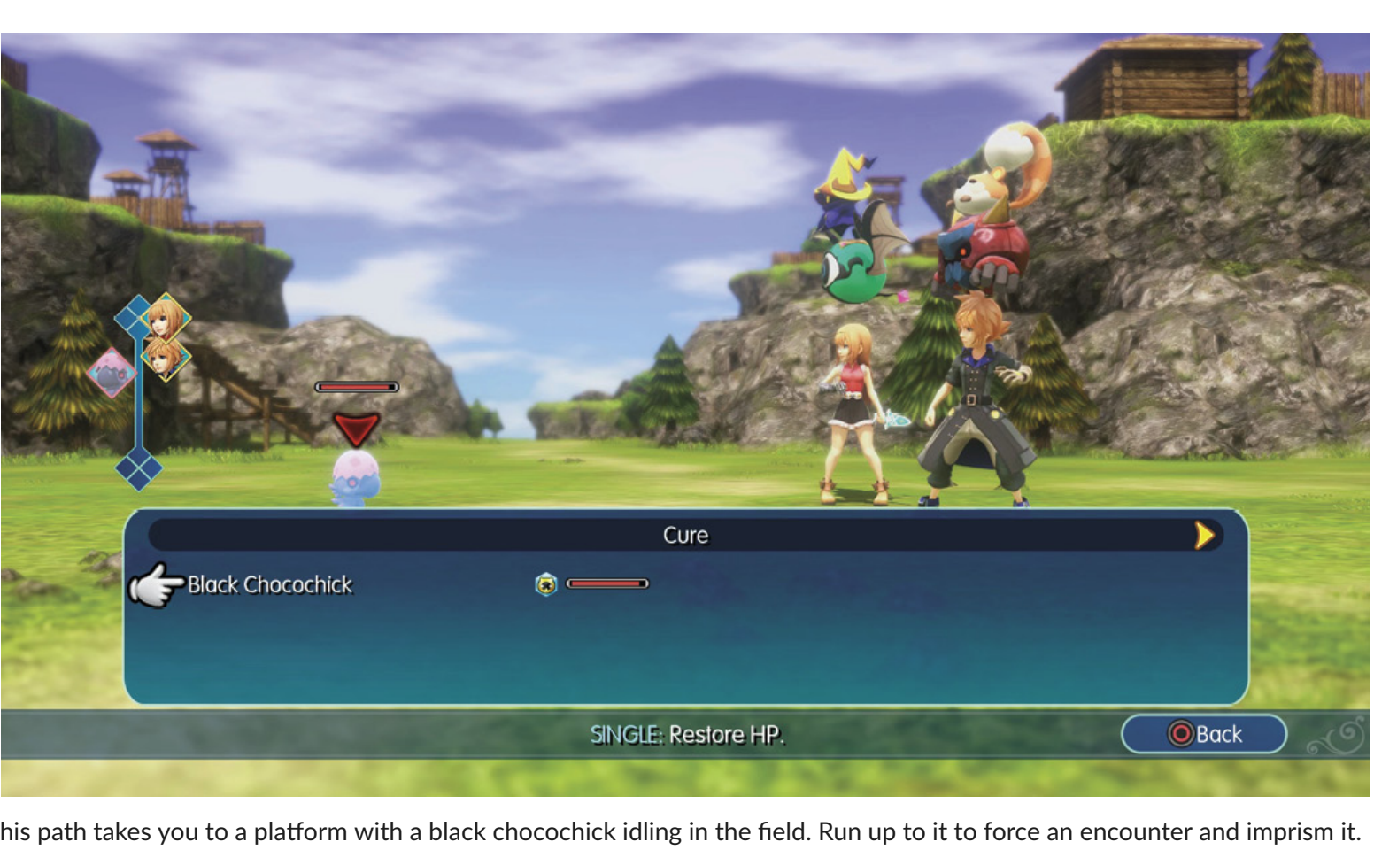

HELP
Modify your stacks.
Tama
HP 232/232
AP 4/4 SP 2
Floating Eye
HP 242/242
AP 4/4 SP 3
Reynn
HP 229/229
AP 4/4
Stacked Stats
Stack Abilities
Curaga
Channel Element: Dark

Now that you have defeated the goblin's keeper (the Bahamutian Captain), you can now imprism the various goblins in the area. To see a list of Mirages, pause the game with the clickable touch pad button (the START button on PS Vita), then press △. The Mirages Discovered list shows which Mirages you have either with you or in your Prism Case. Grayed-out ones are ones in the area that you've yet to imprism, so if you want to grab the goblin ones now, you can. Also, note that the list shows an empty slot for Mirages that you've yet to encounter.


HELP
Modify your stacks.
Red Captain
HP 205/205
AP 4/4 SP 1
Lann
HP 242/242
AP 4/4
Stacked Stats
Stack Abilities
Cross Slash
Channel Element: Fire

There's a hidden Mirage here in the Watchplains to be imprismed. You can do so now because you've cleared the area. Instead of taking the Exit Gate back to Nine Wood Hills, grab the **two wobblestoppers** in a chest behind a house to the northeast, then leave the area through the northwest exit.


TAMA: Okay, the-back to Castle Cornelia we go.
The Watchplains - Backroad 3
Destination
Quest
Gate
Exit Gate
Save Crystal
Murkrift
Puzzle Switch
Support Ability
Treasure Trove
Smash
Mirages Discovered
Scroll
Zoom
World Map
Hide Info
Back


Cure
Black Chocochick
SINGLE: Restore HP.
Back

This path takes you to a platform with a black chocochick idling in the field. Run up to it to force an encounter and imprism it. Its prismtunity condition is simple: just cast a healing spell or use a healing item on it. Do so by using the Classic battle menu type, and then pressing left on the D-pad after selecting the potion item or Cure ability.

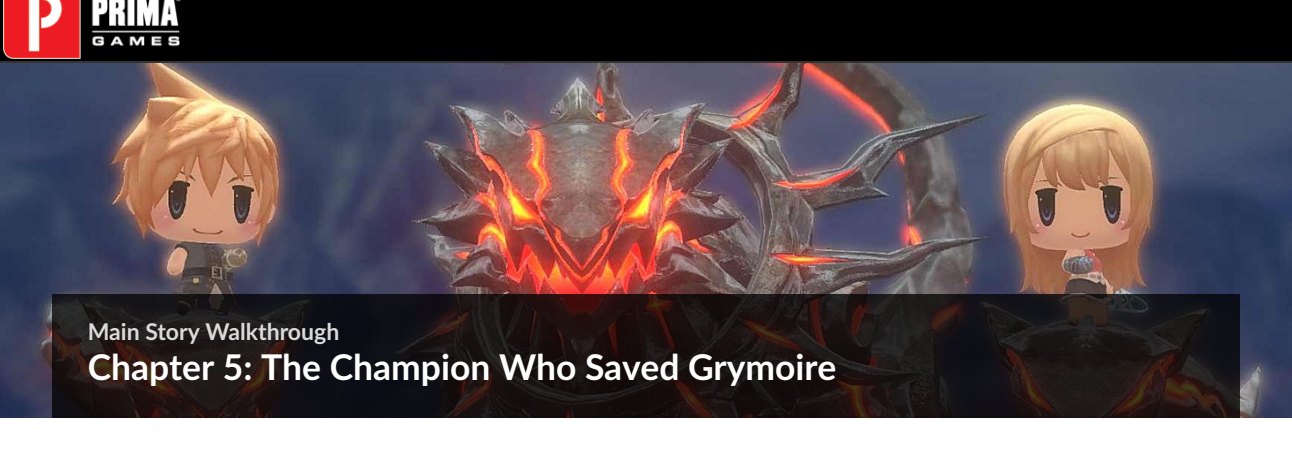
It may take several prismtunities, so keep casting Cure on the black chocochick if necessary. The more you stack prismtunity conditions, the higher your imprism success rate becomes.

Once you've imprismed or defeated the rare chocobo, open the treasure chest behind it for a whopping **ten ethers**.

Obtained 10 ethers.

When you're ready, return to Nine Wood Hills through the Exit Gate created for you after the giant goblin encounter. At this point, if you return to the North Promenade, a cutscene with a tonberry triggers, introducing you to the Coliseum. The Coliseum is an optional set of battles that are unlocked through main story progression. It's a convenient way to find Mirages to imprism that eluded you during a main story mission. For details on specific arena battles and rewards, refer to the **Battles at the Coliseum** section of this guide. You can come back later to challenge yourself when you're more prepared.

For now, take the Exit Gate from the Coliseum and return to Nine Wood Hills. Then, take the Gate in Sylver Park back to Cornelia, concluding the chapter. For extra credit, you can return to Cornelia and accept the Miniventure quest, **"Who Watches the Watchplains?"**, from a townsman at the base of the stairs near the Save Crystal.



Main Story Walkthrough

Chapter 5: The Champion Who Saved Grymoire

After a successful mission in the Watchplains, the twins return to Cornelia. Although Cornelia is liberated of the goblin threat, Princess Sarah expresses concerns over a follow-up attack. Alliances need to be formed as defense, so Reynn and Lann agree to travel north to Saronia in order to request aid from its thane. With an official Cornelian letter, the two start their trek to Saronia through the Pyreglow Forest.

Princess Sarah
I thank you. We are in your debt.

Action Checklist
1. (Optional) Meet The Girl Who Forgot Her Name
2. (Optional) Complete Intervention Quests
3. (Optional) Earn 45,000 EXP and obtain Princess Goblin ★ prismarium
4. Pass through the Pyreglow Forest

NEW INTERVENTION QUESTS

- The Girl Who Forgot Her Name
- Where Art Thou, Smoochy—Poo?

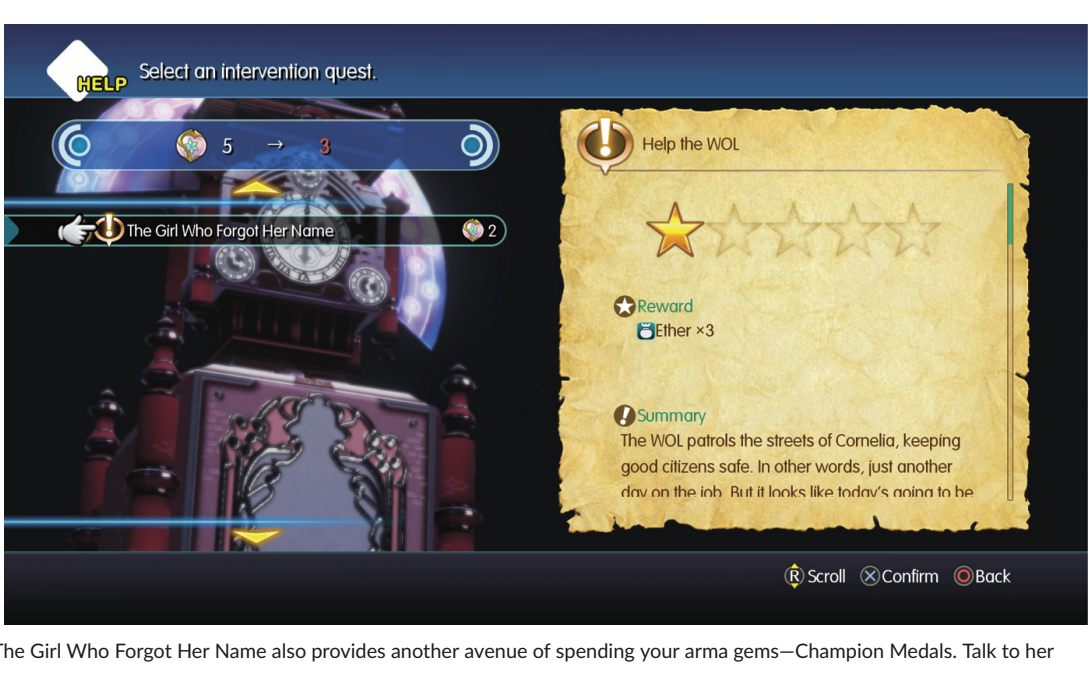
MEET THE GIRL WHO FORGOT HER NAME

Before you traverse the forest, though, there are a couple of optional tasks you can get out of the way back in Nine Wood Hills. Take the Gate back home to unlock a cutscene with yet another enigmatic character known as The Girl Who Forgot Her Name.

This seemingly omnipotent girl possesses a power that allows you to intervene and fight in place of your friends at key points in Grymoire's timeline. These Intervention Quests are optional Miniventures accessed by talking to The Girl Who Forgot Her Name. Most Intervention Quests require trading in arma gems primarily obtained from main story boss battles (you should have a total of five at this point).

Intervention Quests give you a chance to meet and imprism new Mirages while sharing important key events of Champions that you've befriended. Most Intervention Quests cost two arma gems to unlock. Once you've unlocked an Intervention Quest, you can attempt it as many times as you want, so you don't need to hand over additional arma gems if you fail an encounter (although there is one that's unrepeatable upon completion).

Girl Who Forgot Her Name



HELP Select an intervention quest.

5 → 3

The Girl Who Forgot Her Name 2

Help the WOL

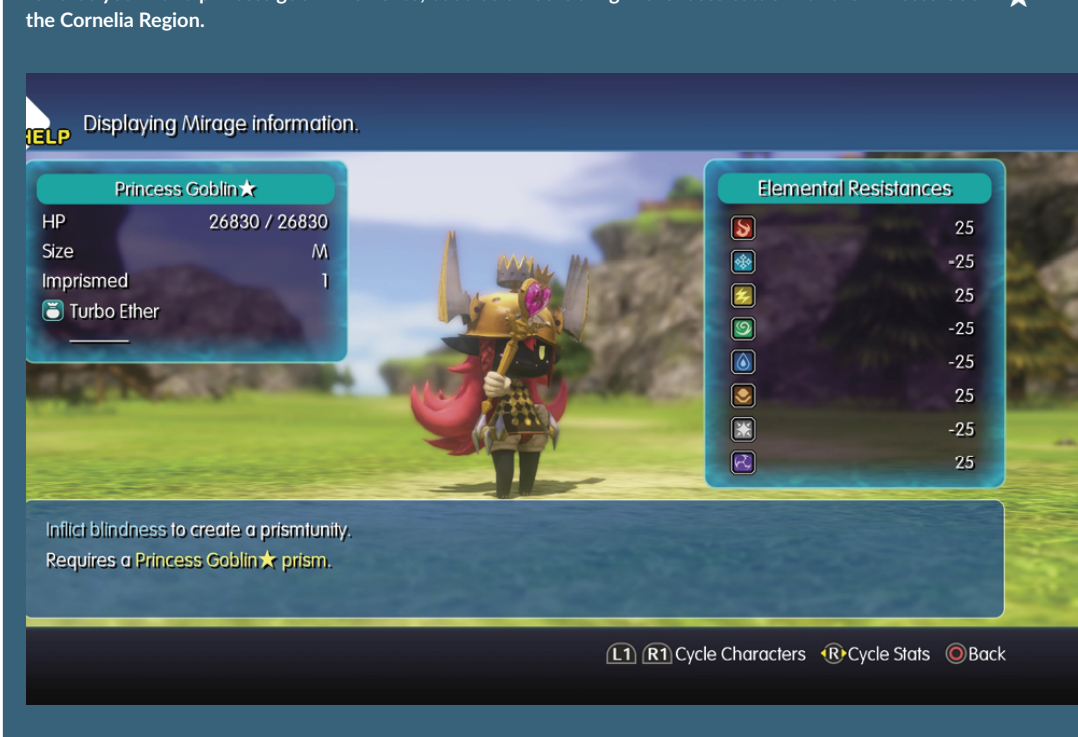
Reward
Ether ×3

Summary
The WOL patrols the streets of Cornelia, keeping good citizens safe. In other words, just another day on the job. But it looks like today's going to be

The Girl Who Forgot Her Name also provides another avenue of spending your arma gems—Champion Medals. Talk to her about trading in arma gems for a tutorial on summoning Champions in battle. This system allows you to call in an ultimate attack delivered by a Final Fantasy Champion, provided you have enough **Champion Gauge** (see the **Game Mechanics** chapter of this book for details on storing Champion Gauge). As you progress through the main story, additional Champion Medals become purchasable. For now, you can opt to purchase the Warrior of Light's Champion Medal to summon a devastating single-target physical attack. Alternatively, you can save your arma gems to complete two Intervention Quests instead (which opens up a **huge potential EXP bonus**).

AN EARLY 45,000 EXPERIENCE POINTS!

Instead of spending your arma gems on the Warrior of Light's Champion Medal, you can opt to complete the The Girl Who Forgot Her Name Intervention Quest, followed by Where Art Thou, Smoochy—Poo? Completing these not only rewards you with a princess goblin memento, but also unlocks a high-level boss battle with the Princess Goblin ★ in the Cornelia Region.



HELP Displaying Mirage information.

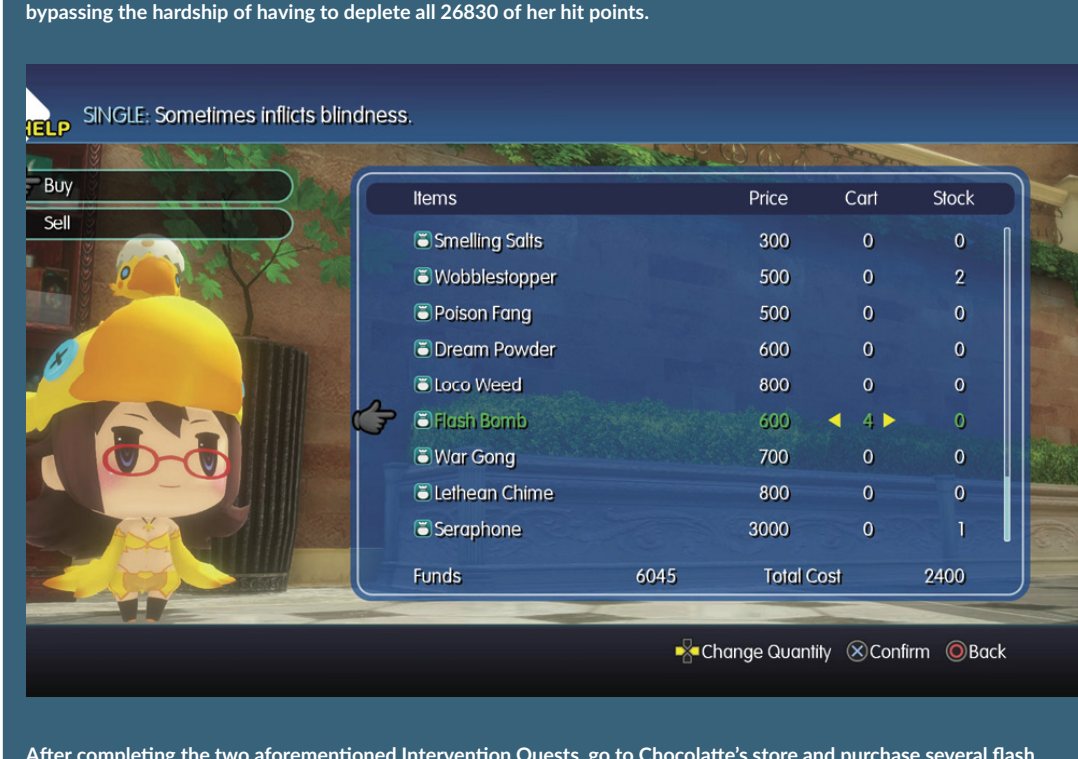
Princess Goblin★

HP	26830 / 26830
Size	M
Imprismed	1
Turbo Ether	

Elemental Resistances: 25, -25, 25, -25, -25, 25, -25, 25

Inflict blindness to create a prismtunity.
Requires a Princess Goblin★ prism.

At your current level, the Princess Goblin ★ is almost impossible to defeat through normal means. However, you can imprism her if you're prepared. A successful imprism means an automatic victory for the encounter, essentially bypassing the hardship of having to deplete all 26830 of her hit points.



HELP SINGLE: Sometimes inflicts blindness.

Buy
Sell

Items	Price	Cart	Stock
Smelling Salts	300	0	0
Wobblestopper	500	0	2
Poison Fang	500	0	0
Dream Powder	600	0	0
Loco Weed	800	0	0
Flash Bomb	600	◀ 4 ▶	0
War Gong	700	0	0
Lethean Chime	800	0	0
Seraphone	3000	0	1
Funds	6045	Total Cost	2400

After completing the two aforementioned Intervention Quests, go to Chocolatte's store and purchase several flash bombs (around three to four). If you can't afford them, feel free to sell whatever items you don't think you'll need in the near future.

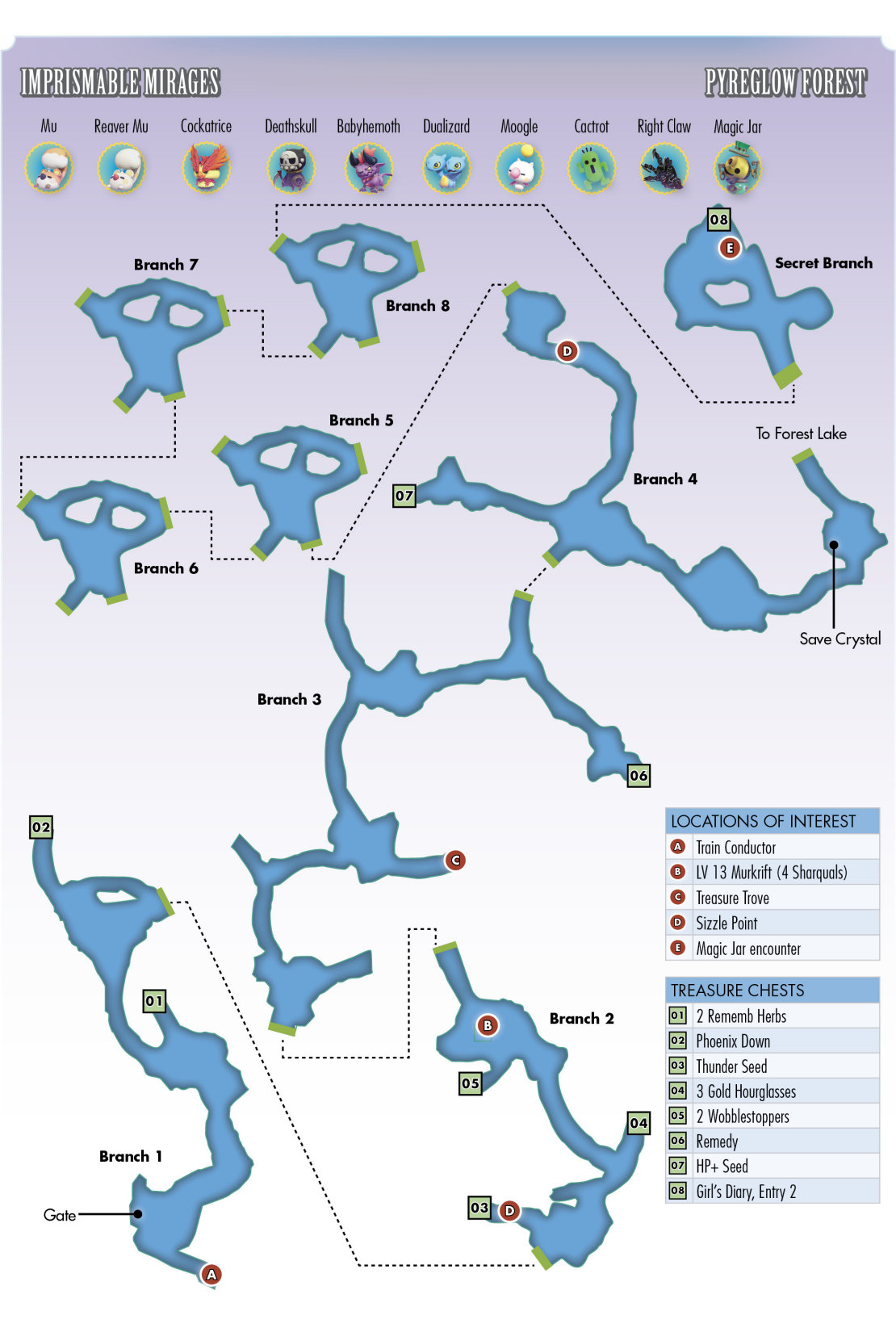
Flash Bomb
654
12

Make your way to Cornelia through the Gate in Sylver Park. Save your game at the Save Crystal on the ground level of Cornelia, just in case you're unsuccessful and need to reload. Then, exit into the Cornelia Region, talk to the Princess Goblin ★ loitering in the middle of the area, and agree to fight.

Now all you need is a little luck. Use your flash bombs on her until you can successfully cause a prismtunity, then keep using the Imprism command until she's captured. Beware that she can usually one-hit kill your party members, so this may take multiple tries. Alternatively, you can unstack your party which not only allows for more item chance uses, but also minimizes damage from the Princess Goblin ★, since her attacks can only target a single character.

EXP 45194
Bigstack R
Bigstack L
Tama
Floating Eye
Reynn
Black Chocochick
Red Captain
Lann
Sylph
Mini Golem
Black Nakk
Mandragora
Zapt
Copper Gnome
LEVEL UP!
Proceed

When you've successfully imprismed her, the battle ends, and you're rewarded with over 45,000 points of experience, heavily boosting your Mirage and character levels! Additionally, you obtain a one-of-a-kind Princess Goblin ★ prismarium.



THE ENLIGHTENED PATH IN THE PYREGLOW FOREST

Miniventure complete: "Best Helm in the Realm"

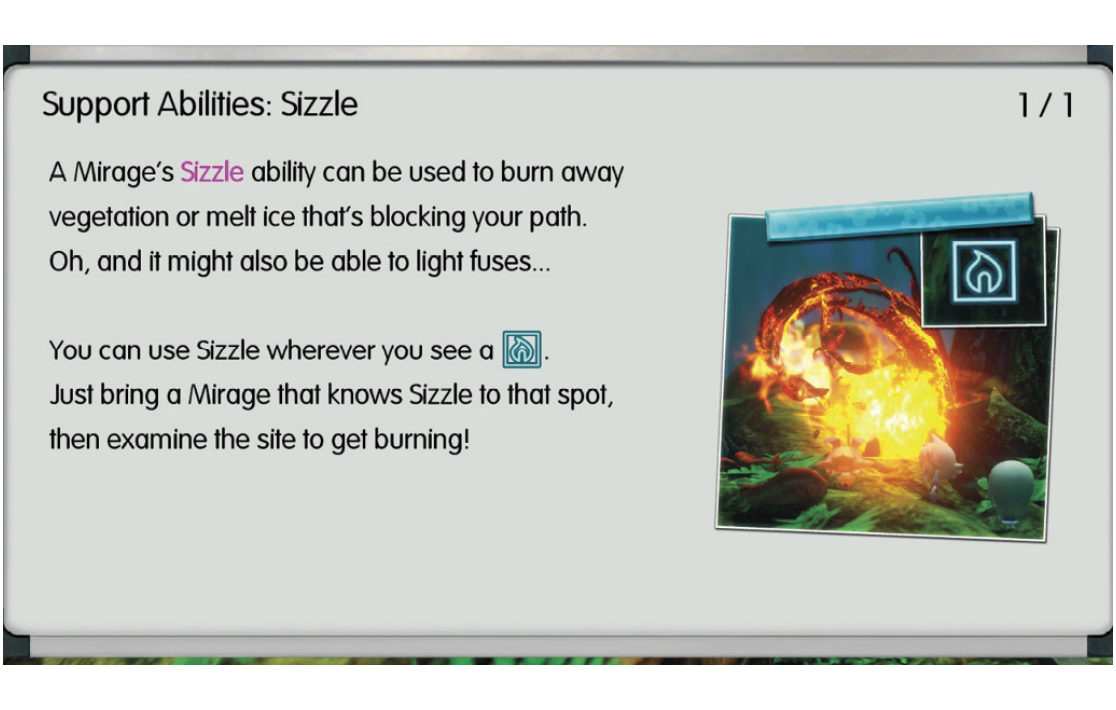
After leaving Princess Sarah's audience chamber, you can now take the Cactuar Express to Pyreglow Forest. The train is located at the pinnacle of Cornelia, near the castle entrance.

If you have completed the **Best Helm in the Realm** quest, you can turn it in to the guard in the central plaza in Cornelia now if you haven't done so through the Adventure Log.

Talk to the Cactuar Conductor and select "To the north! (Saronia)" to take the Cactuar Express to Pyreglow Forest.

Pyreglow Forest

Here, you learn of a new support ability called Sizzle. This is one of several field support abilities that allows you to interact with a dungeon's environment to either unlock hidden areas or to proceed through the level. If you've imprismed a black nakk from the Watchplains, you're in luck—you can unlock the Sizzle ability on its Mirage Board. Otherwise, you can find and imprism a cockatrice here. Access to Sizzle isn't required to progress through Pyreglow Forest, but it does grant you access to two treasure chests and an extra Mirage. However, Sizzle is required soon, so it's advisable that you pick up a black nakk or cockatrice at this point.

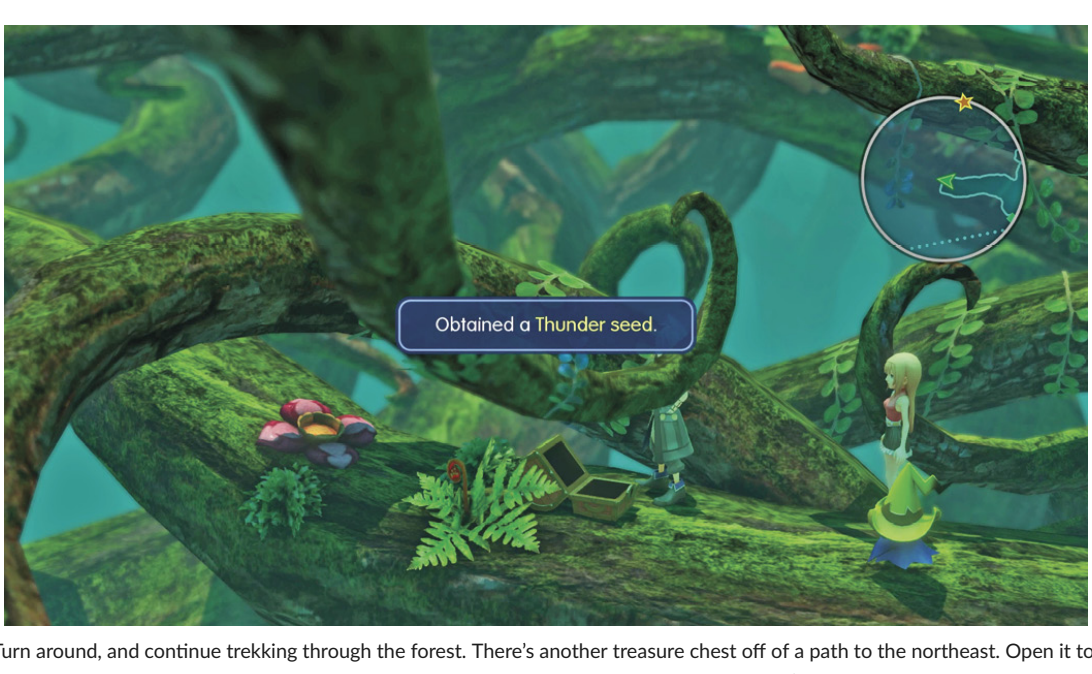


Support Abilities: Sizzle 1 / 1

A Mirage's Sizzle ability can be used to burn away vegetation or melt ice that's blocking your path. Oh, and it might also be able to light fuses...

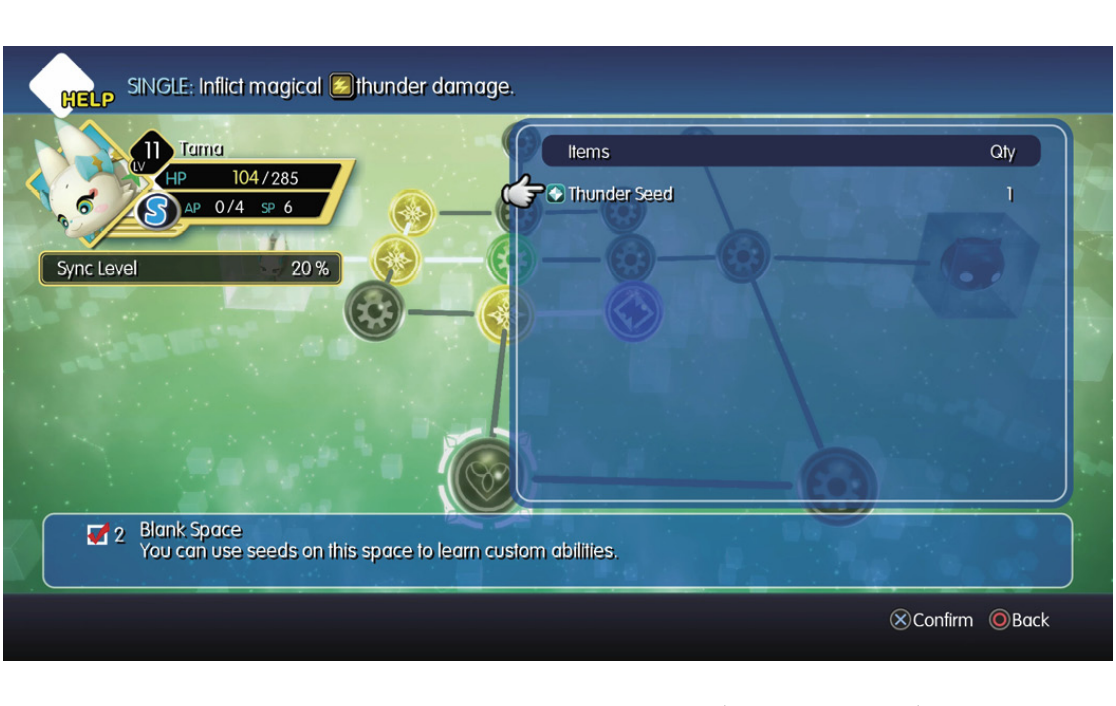
You can use Sizzle wherever you see a ▨. Just bring a Mirage that knows Sizzle to that spot, then examine the site to get burning!

The first area of the forest is straightforward. Head north from the Gate until you reach the center of the area. Open the treasure chest in the small alcove here for **two rememb herbs** and continue to the northern portion of the map. In another alcove to the northwest, grab the **phoenix down** from the chest there, then enter Branch 2 through the northeast exit. If you have access to Sizzle, head west from the entrance of the area to burn down the vines blocking the path. Open the hidden treasure chest here to obtain a **Thunder seed**, which you can slot into a Blank Space on one of your Mirage Boards.



Obtained a Thunder seed.

Turn around, and continue trekking through the forest. There's another treasure chest off of a path to the northeast. Open it to pick up **three gold hourglasses**. Travel northwest from here until you reach a murkrift. There's a hidden treasure chest containing **two wobblestoppers** nearby if you run slightly south from the murkrift. The murkrift consists of four sharquals and can be difficult if you're under-leveled. Sharquals are water-based Mirages that are weak to lightning, so if you selected and defeated Ramuh in the Nether Nebula, you can make short work of these sharks with Zapt's thunder magic (or by using the Thunder seed obtained earlier in the forest).



HELP SINGLE: Inflict magical thunder damage.

Tama
HP 104 / 285
AP 0/4 SP 6
Sync Level 20 %

Items	Qty
Thunder Seed	1

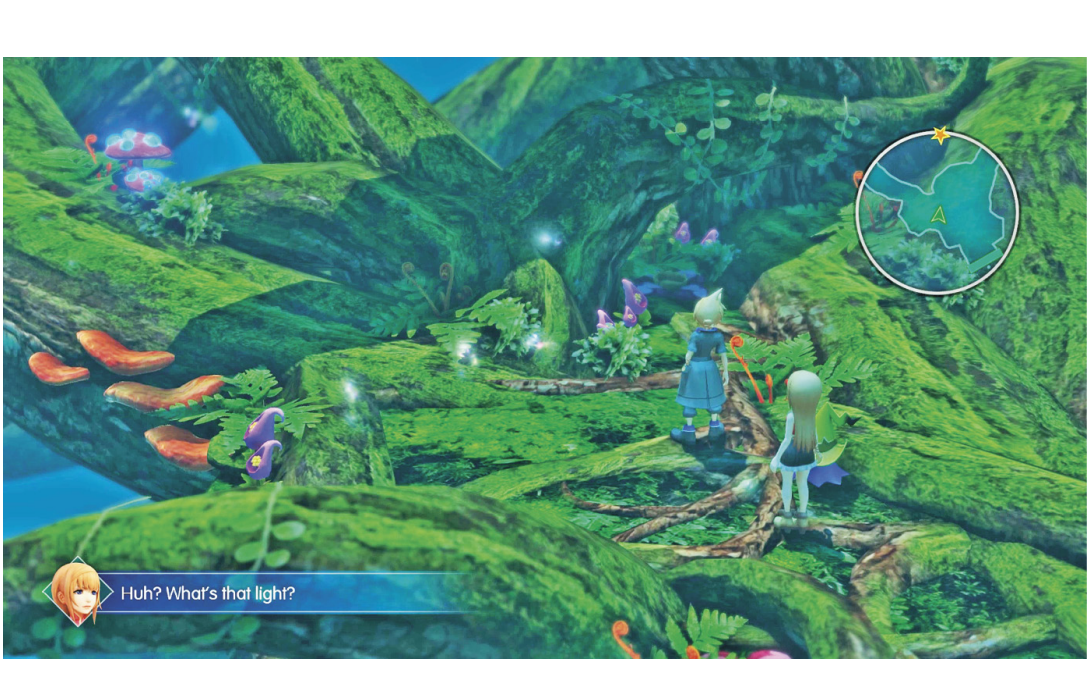
2 Blank Space
You can use seeds on this space to learn custom abilities.

Additionally, you can imprism one of the sharquals by inflicting fire-based damage (such as Foxfire or Fire). Completing the murkrift rewards you with a hefty 7200 points of EXP.

Foxfire
Resist
61
230
242
118
1214
9

Now, exit to the north and into the third area of the forest. Notice the floating lights here. These lights act as a compass and direct you to the exit, so you can simply follow them if you get lost.

Follow the lights along the path leading you to the next portion of the area. From this platform, there's a Treasure Trove point off of the east path on a growth of glowing mushrooms, so if you have a Mirage strolling with you, you can uncover an item.

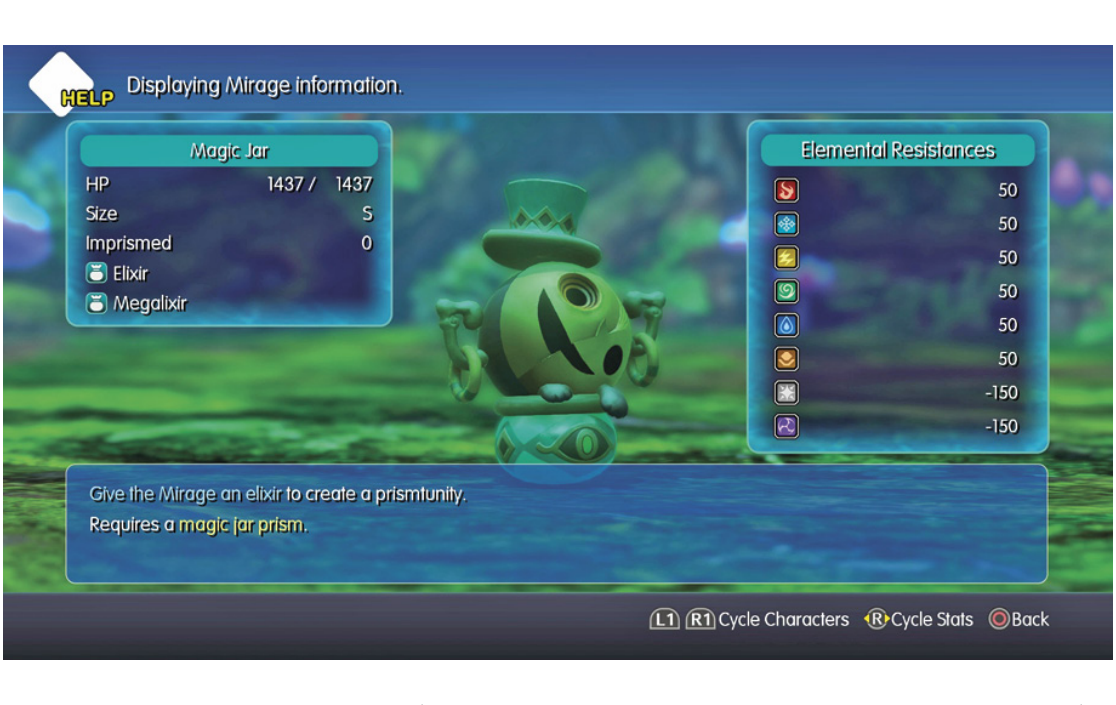


Huh? What's that light?

Continue following the floating lights until you reach the northeast section of the map. At the last divergence, take the southeast path to a treasure chest containing a **remedy**. Pick it up, then proceed to the fourth area of the forest. Here, Tama explains the Joyride ability, accompanied by a tutorial. Joyriding lets you zip around the map faster (although you sacrifice the company of a strolling Mirage).

From your starting point here in the fourth area, head west to a dead end to open a treasure chest containing an **HP+ seed**, then return to the central platform. If you have access to Sizzle, you can take the north path from here to burn down a blockade of vines.

The northwest exit here takes you to Branch 5, which is a maze of sorts. Remember the floating lights? To gain access to the hidden area of the forest, simply follow the lights here (this is hinted at in Occult Fan, Issue 1). The exit order is southwest, northwest, northeast, and then northwest. Completing the maze takes you to a hidden area with a treasure chest containing **Girl's Diary, Entry 2**. There's also an imprismable magic jar here that you can fight. Its prismtunity condition requires an elixir (which you probably don't have at this point). Magic jars are particularly powerful Mirages to have thanks to their elemental resistances, so remember to return to the forest when you obtain an elixir.



HELP Displaying Mirage information.

Magic Jar

HP	1437 / 1437
Size	S
Imprismed	0
Elixir	
Megalixir	

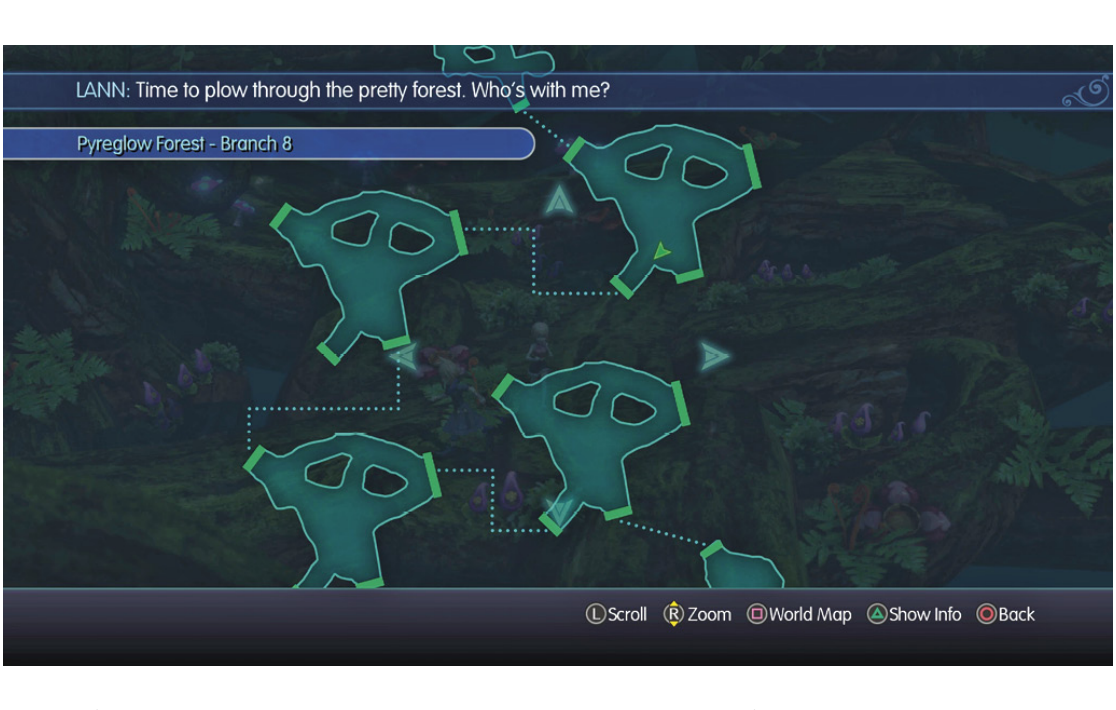
Elemental Resistances: 50, 50, 50, 50, 50, 50, -150, -150

Give the Mirage an elixir to create a prismtunity.
Requires a magic jar prism.

For now, you can fight it to obtain its memento (which allows you to transfigure a Mirage of the same family into a magic jar). It's strong against everything but light- and dark-based abilities, so either destroy it with physical attacks or prepare one of your stacks with Channel Element: Dark (by including a floating eye in one of your big stacks, for example).

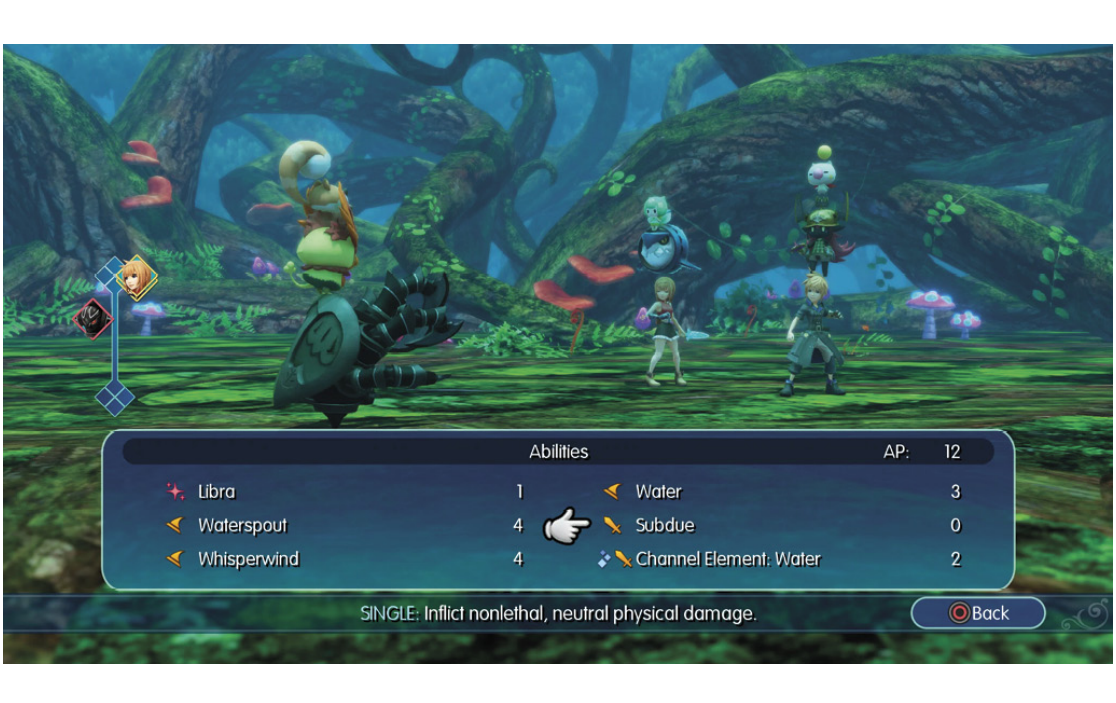
Obtained a magic jar memento.

Now, return from the maze; you're almost done with the forest. Completing the maze marks your map with waypoints, so finding your way back should be no problem if you bring up your map by clicking the touch pad on PS4 (or pressing SELECT on the PS Vita).



LANN: Time to plow through the pretty forest. Who's with me?

When you're out of the maze and in Branch 4, head to the east part of the map. There's a Save Crystal here. Save your progress, and get ready for a boss encounter in the next area. You can also stick around the Save Crystal to find and imprism Mirages that you've missed. Since touching the Save Crystal restores your HP and AP, you can remain here for as long as you'd like. A particularly useful Mirage to capture here is the right claw since it's one of the first imprismable large-sized Mirage you can encounter. When you encounter it, make sure to topple it by hitting it with physical attacks (preferably with high-strength topple effects).



Abilities AP: 12

Libra	1	Water	3
Waterspout	4	Subdue	0
Whisperwind	4	Channel Element: Water	2

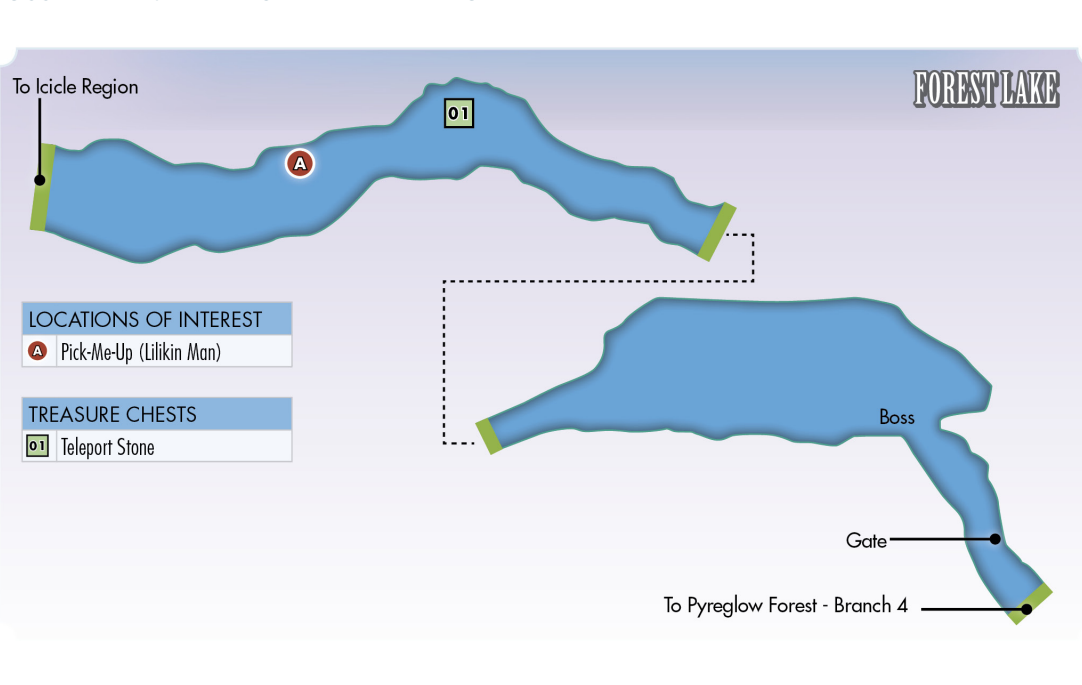
SINGLE: Inflict nonlethal, neutral physical damage.

SAVE CRYSTALS AREN'T JUST FOR SAVING

If you encounter a boss that's too tough for you, you can always hang out around Save Crystals to level up on the enemies nearby. Save Crystals instantly restore your HP and AP when you touch them, so you don't have to return to Nine Wood Hills to restock on restorative items.

It's recommended that you're at least Level 9 for the upcoming boss and that you have at least one high-strength topple effect (such as the right claw's Throw attack). Once you're ready, enter Forest Lake by taking the north path from the Save Crystal. Approach the Lilikin in the lake to trigger a cutscene and a boss encounter.

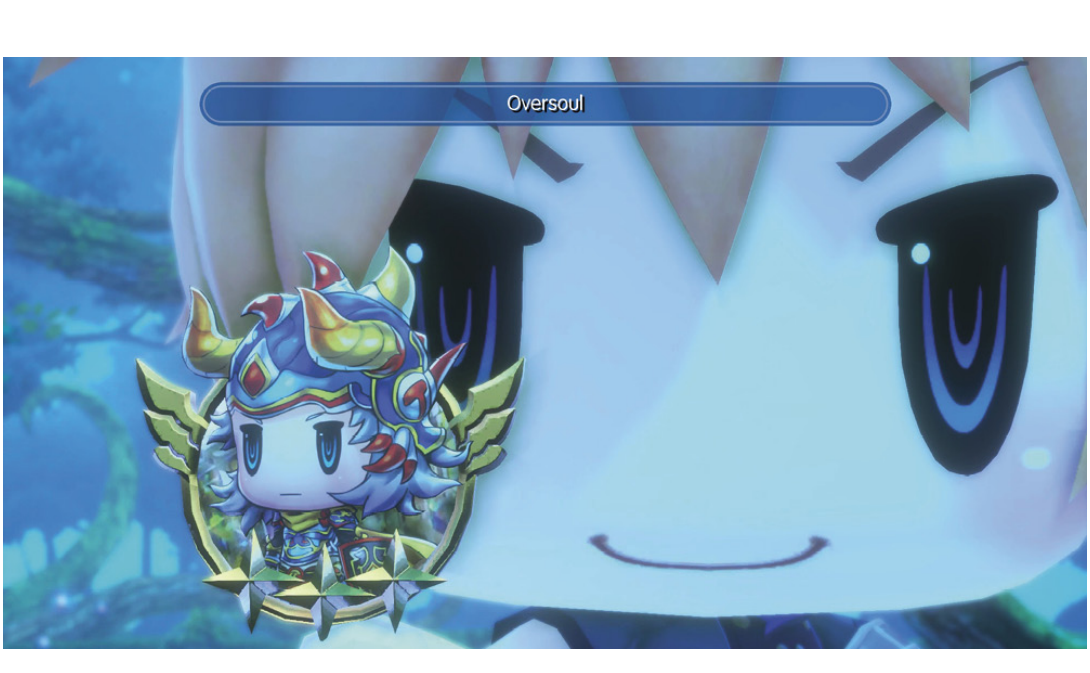
BOSS BATTLE: LADY YUNA AND VALEFOR

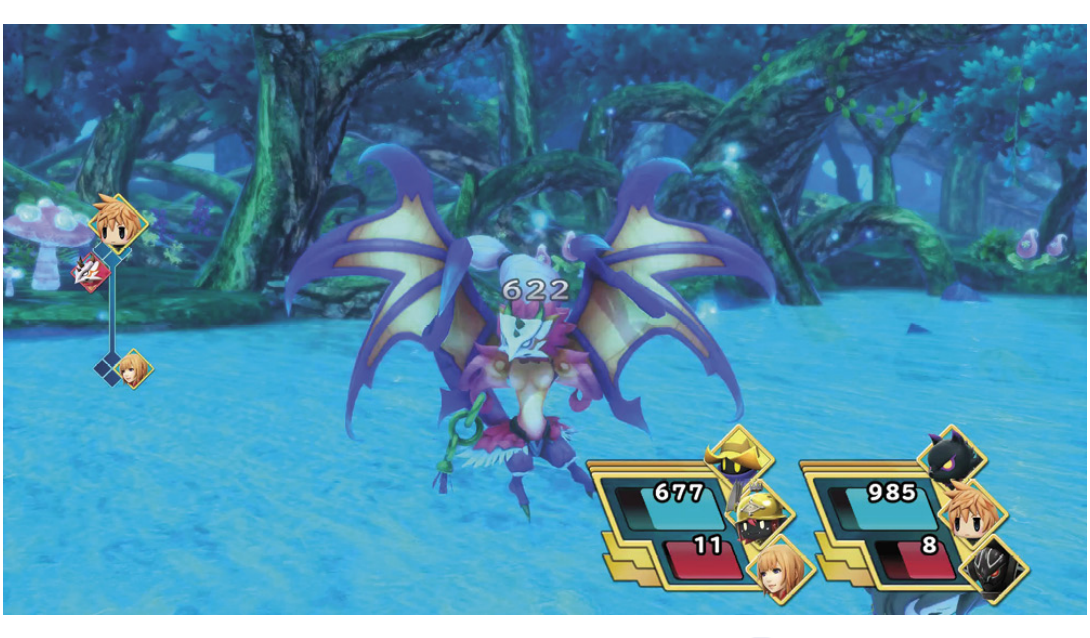


Yuna is a powerful summoner accompanied by her Mirage, Valefor. Although Yuna and Valefor begin unstacked, her first action is to usually jump on top of Valefor. Like your stacks, enemy stacks are much more effective in combat, so your first priority should be to topple them.

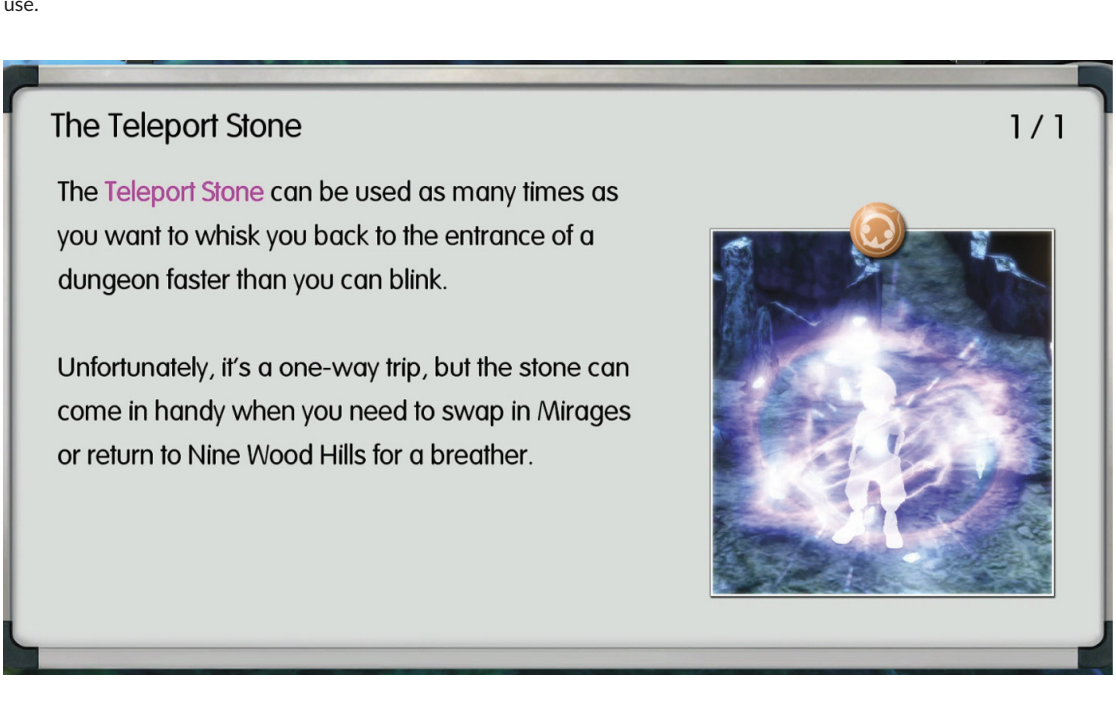
446
771
11
1173
4

Yuna has considerably fewer hit points than Valefor and can cast supportive abilities like Cure and Protect, so you should focus your attacks on her after toppling their stack. Once Yuna is knocked out, the battle becomes much more manageable. Most wind-based Mirages like Valefor are weak to ice damage, so the Blizzard spell is handy for dishing out damage (if you have a bablizz Mirage from defeating Shiva in the Nether Nebula, for instance). If you purchased the Warrior of Light Champion Medal, you can unleash a devastating amount of damage while boosting your defense.





Once victorious, you're rewarded with **two arma gems** and the **valefor memento**, allowing you to transfigure your cockatrice Mirage into a valefor. After the cutscene with Yuna, head west to continue your journey to Saronia and to save your progress. Near the entrance here is a treasure chest containing a **Teleport Stone**. You can use the Teleport Stone from the Items menu (under Miscellany) to warp the party to a dungeon's entrance. Use it as many times as you want since it doesn't expire upon use.



The Teleport Stone 1 / 1

The Teleport Stone can be used as many times as you want to whisk you back to the entrance of a dungeon faster than you can blink.

Unfortunately, it's a one-way trip, but the stone can come in handy when you need to swap in Mirages or return to Nine Wood Hills for a breather.

YOU NEVER LOSE, YOU EITHER WIN OR YOU LEARN

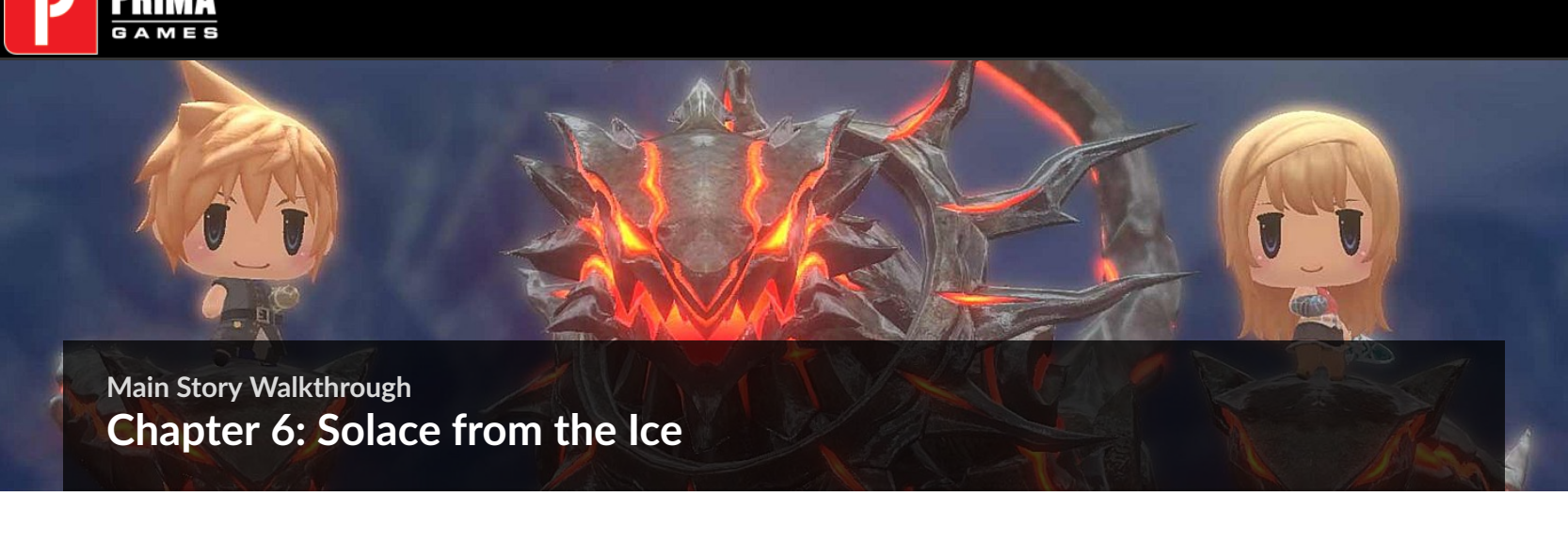
While the battle with Yuna and Valefor is completely winnable, being defeated by them does not end in a game over and does progress the story. However, winning the fight rewards you with two arma gems.

Before leaving the area, talk to the Lilikin gentleman just past the treasure chest. He gives you a **pick-me-up** and a tip regarding the Sleep status effect. Exit Forest Lake through the west exit to conclude Chapter 5.

FINAL FANTASY ORIGIN—YUNA

Yuna is one of several playable protagonists in the Final Fantasy X series. She becomes a summoner in Final Fantasy X when she summons her first aeon, Valefor.

The lake that Yuna is found by in World of Final Fantasy is a direct reference to a memorable scene in Final Fantasy X between her and Tidus.



Main Story Walkthrough

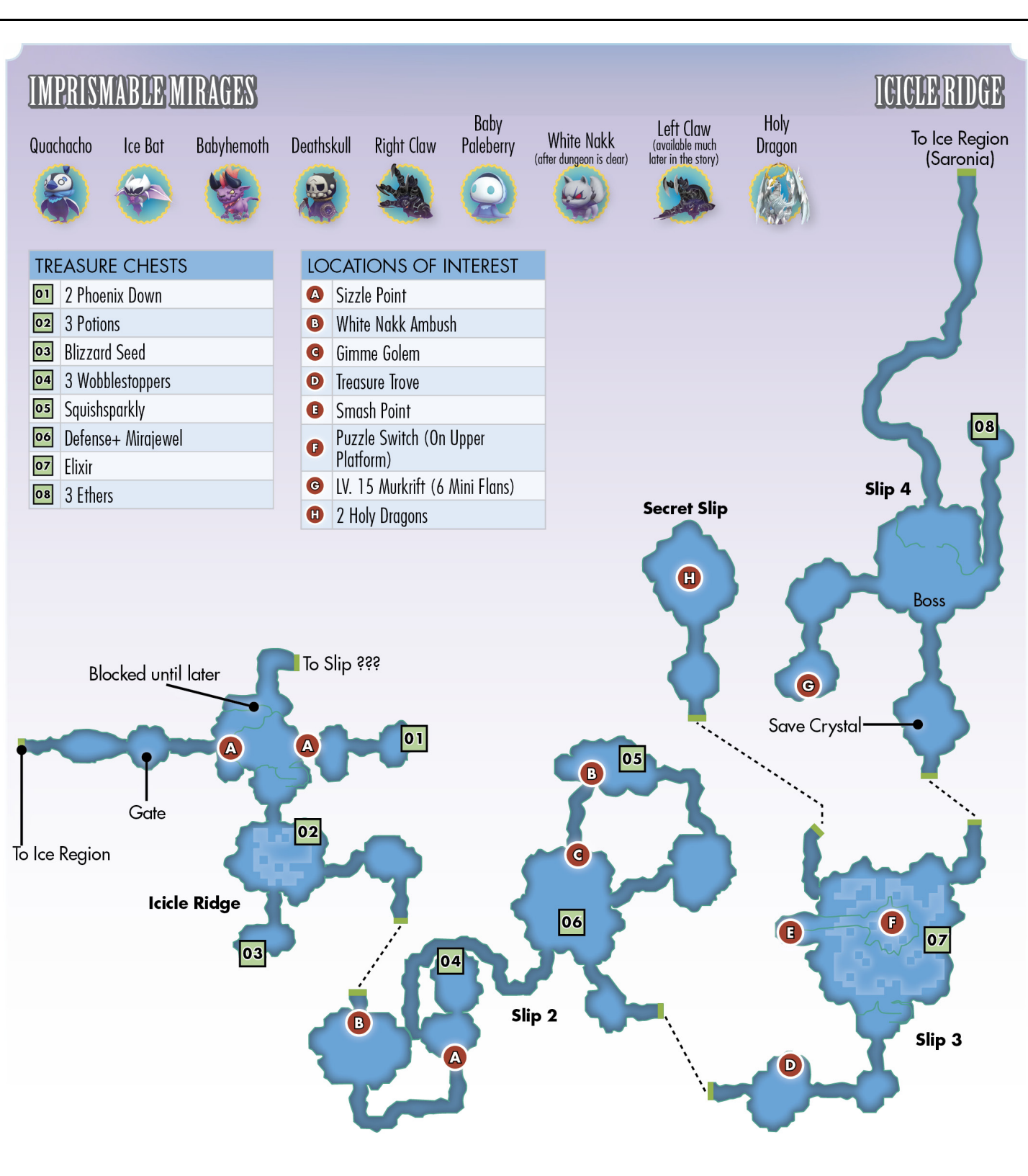
Chapter 6: Solace from the Ice

Through Yuna, Reynn and Lann learn more about their past and their connection to Grymoire. However, they leave to Saronia with more questions than answers. What exactly does their mother, Lusse Farna, have to do with these fairy tale-like stories that apparently occurred 100 years ago?

Lann

Huh? "Lusse Farna," you said? But that's our...mother.

Action Checklist
1. (Optional) Visit Chocolatte and see her new wares
2. Meet Sherlotta and Refia in Sherlotta's Solace
3. Cross Icicle Ridge and defeat grandfenrir
4. (Optional) Imprism a holy dragon



TREASURE CHESTS	
01	2 Phoenix Down
02	3 Potions
03	Blizzard Seed
04	3 Wobblestoppers
05	Squishsparkly
06	Defense+ Mirajewel
07	Elixir
08	3 Ethers

LOCATIONS OF INTEREST	
A	Sizzle Point
B	White Nakk Ambush
C	Gimme Golem
D	Treasure Trove
E	Smash Point
F	Puzzle Switch (On Upper Platform)
G	LV. 15 Murkrift (6 Mini Flans)
H	2 Holy Dragons

GET WARMED UP

Sherlotta's Solace

From the Ice Region, you can take the Gate back to Nine Wood Hills for a breather or to browse Chocolatte's new wares. She carries several ability seeds now, as well as elemental bombs like frigicite and electro marbles. It helps to carry a couple of each to keep your damage options flexible, especially when it comes to fulfilling prismtunity conditions.

When you're ready to continue the story, make a visit to Sherlotta's Solace in the Ice Region next to the Gate.

Obtained a rename prism.

After the cutscene with the innkeeper, open the treasure chest sitting on top of the cat tree slightly to the right of Sherlotta. To reach it, your leader needs to be in Jiant form (toggle forms by pressing **L1+** ■ or ●). Inside is a **rename prism**. The rename prism is an infinite use item that lets you rename your Mirages to whatever you want (with a few exceptions, of course).

Next, examine the glowing object near the counter to trigger another cutscene.

Refia, a white mage, joins the party. Although she's not a playable character, she helps by healing up the party's health with her white magic after battles. With Refia in tow, along with your new warlock's warmers, you can safely traverse the arctic tundra into Icicle Ridge, just north of Sherlotta's Solace.

Icicle Ridge

CHOCOLATTE MART—NEW WARES

Items	Price
Bomb Fragment	500
Electro Marble	500
Frigicite	500
Fish Scale	500
Chimeric Wing	500
Gaia Drum	500
Fire Seed	3000
Blizzard Seed	3000
Thunder Seed	3000
Water Seed	3000
Aero Seed	3000
Cure Seed	3000
Balance Seed	3000
Libra Seed	500
Gysahl Greens	100

FINAL FANTASY ORIGIN—SHERLOTTA

Sherlotta is a 2,000-year-old immortal from the Final Fantasy Crystal Chronicles: Echoes of Time game. She has a motherly personality, which would explain why she shows up as a caring innkeeper in World of Final Fantasy. She also possesses the ability to transform into a cat whenever she pleases.

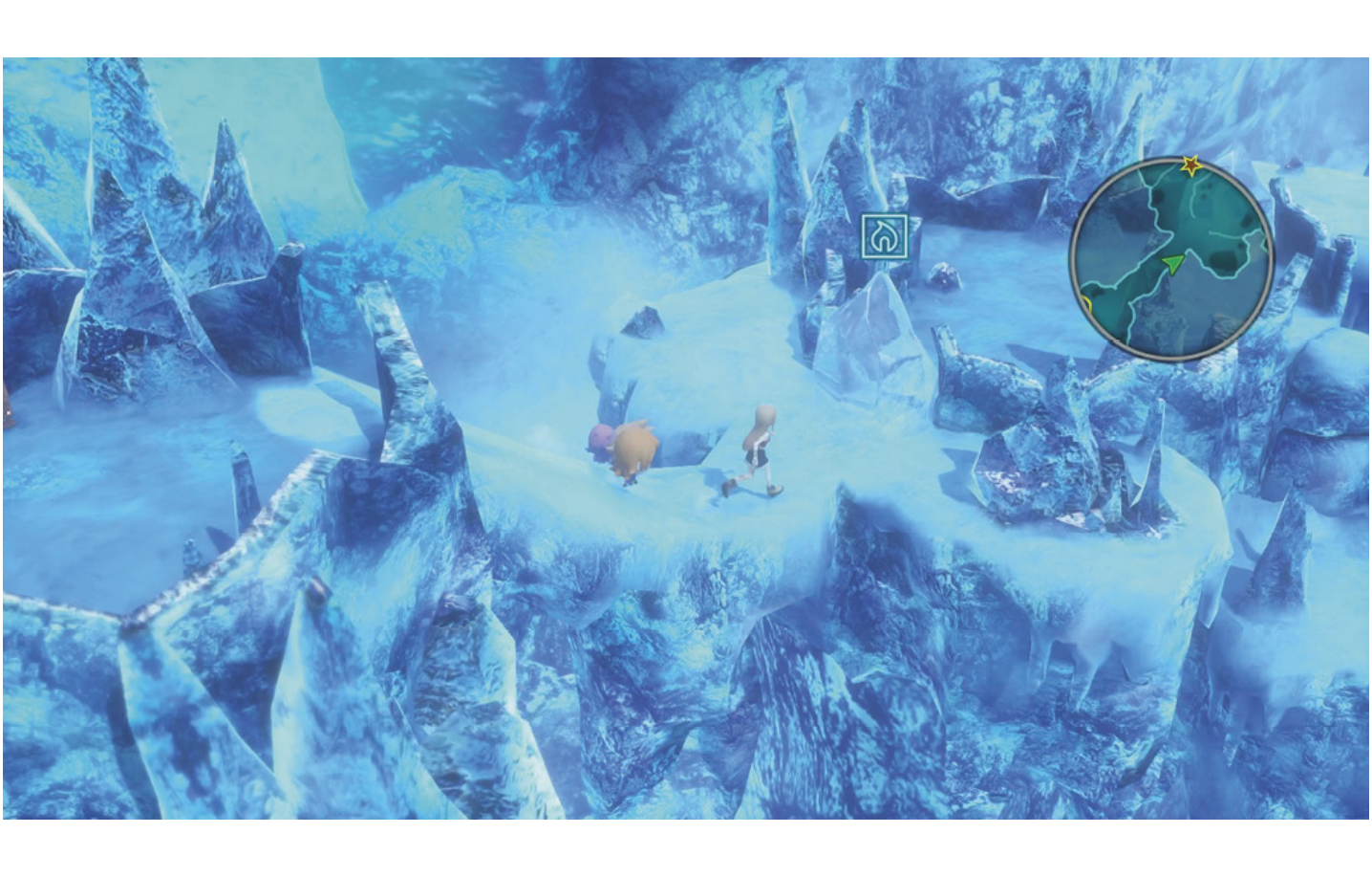
FINAL FANTASY ORIGIN—REFIA

Refia is a white mage and one of the Warriors of Light from the 3D remake of Final Fantasy III. Refia's maternal instincts and her proficiency in white magic make her a reliable companion.

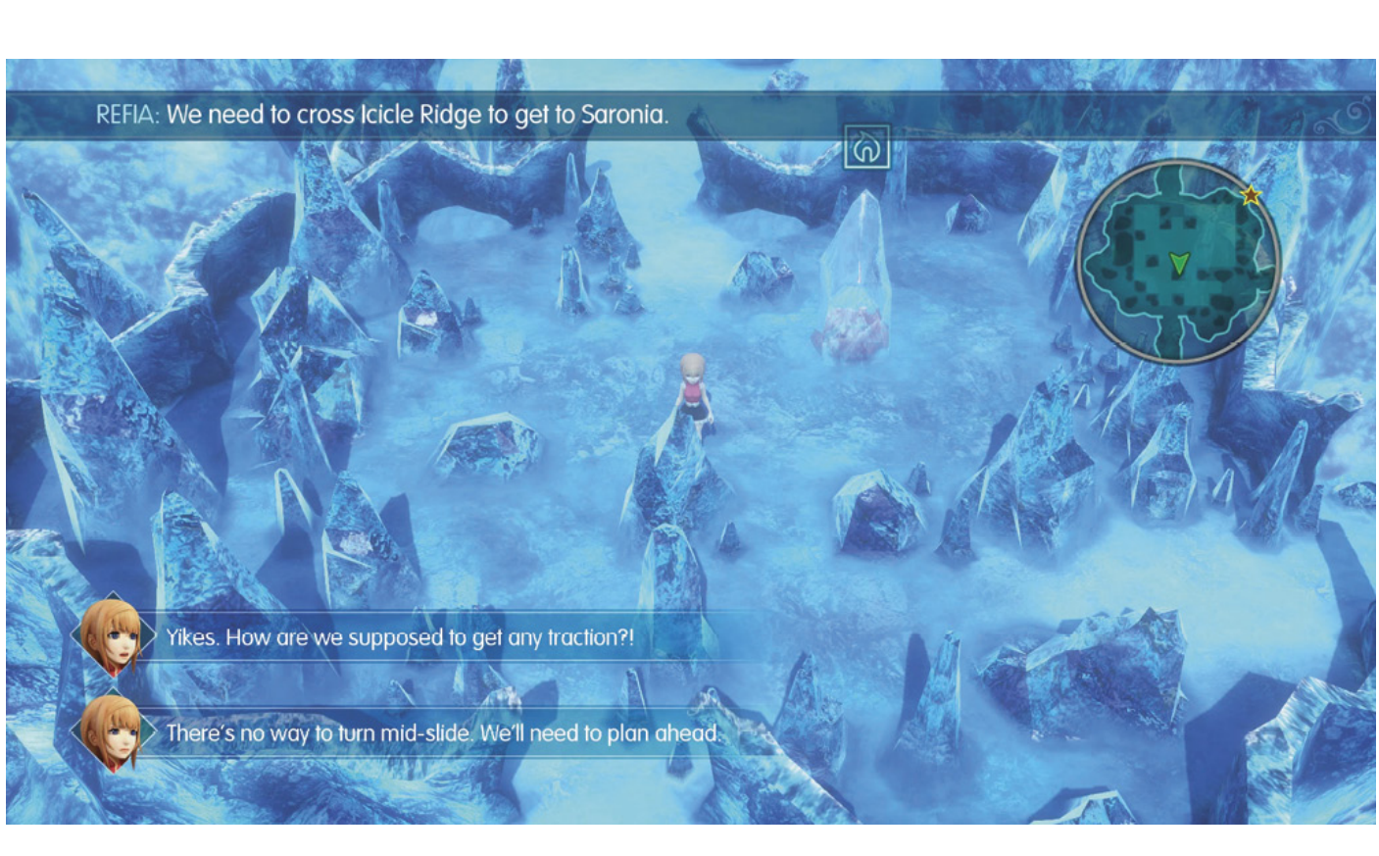
CROSS ICICLE RIDGE

While the Sizzle ability is optional in the Pyreglow Forest, it's a requirement here. You can access your Prism Case through the Gate here if you need to swap in a Mirage with Sizzle (like a black nakk or cockatrice). If you don't have one of these Mirages yet, go back to Pyreglow Forest to imprism a cockatrice and unlock its Sizzle ability, then return. It's recommended that you also bring a copper gnome in order to transfig it into a mythril giant if you want to access a secret area within Icicle Ridge.

From the entrance, head east, and use the Sizzle ability to melt the ice blockade.



Go east from the central platform to melt another ice block. Keep heading east to find a treasure chest containing **two phoenix down**. Return to the center platform, and go down the ramp to the south. Here, you're introduced to an ice skating puzzle.



REFIA: We need to cross Icicle Ridge to get to Saronia.

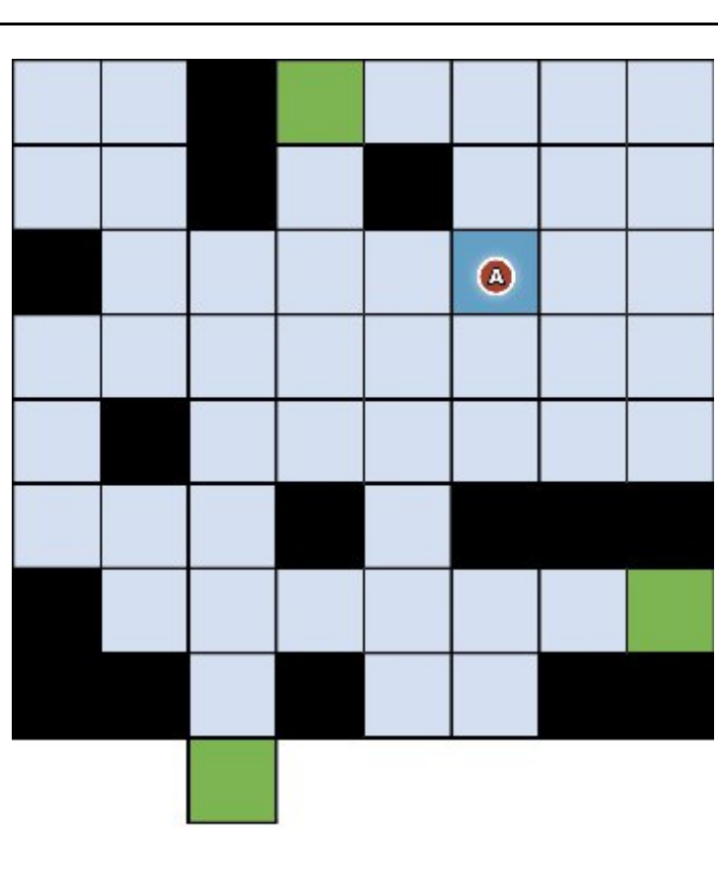
Yikes. How are we supposed to get any traction?!

There's no way to turn mid-slide. We'll need to plan ahead.

Obtained a Blizzard seed.

When you set foot on the slippery ice, you're forced forward in the same direction until you encounter a wall or an ice block. There are two exits from this puzzle: one to the south and one to the east. The south exit leads to a treasure chest containing a **Blizzard seed**. The east exit leads to the next area. The Sizzle point hides a treasure chest containing **three potions**.

Ice Puzzle Legend	
☐	Ice
🟩	Enrty/Exit
■	Block/Stopper
🟫	Raised Platform
▨	Platform Blockage
A	Sizzle Point—Chest (3 Potions)
B	Gimme Golem
C	Sizzle Point—Chest (Defense+ Mirajewel)
D	Sizzle Point—Chest (Elixir)



ICE SKATING SOLUTIONS, PART I

To get to the Blizzard seed: from the north entryway, slide east, south, west, then south.

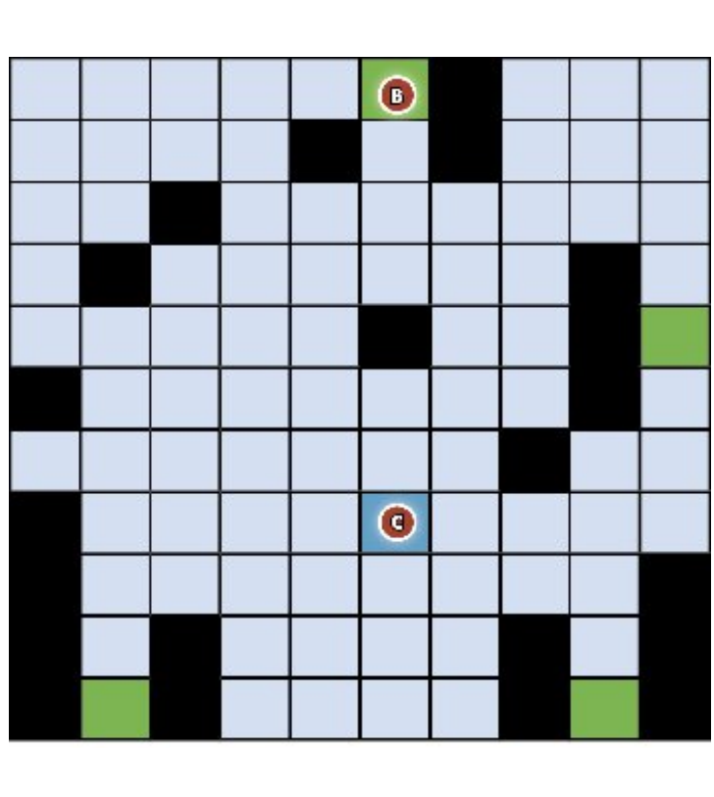
To get to the Sizzle point (**three potions**): from the south entryway, slide north, then east.

To progress to the next area: from the treasure chest, slide south, east, north, then east.

When you've found your way out through the puzzle, proceed to the next area through the southeast exit. Here, a couple of white nakks attack you. These Mirages aren't imprismable yet, meaning they have a keeper nearby. Defeat them with fire-based spells, and send them whimpering back to their leader.

Foxfire
Weak
742
550
8
985
12

Continue through the area until you reach another Sizzle point at the bottom of a ramp. Melt the ice block, and open the treasure chest to obtain **three wobblestoppers**. Next, head up the ramp and follow the path until you reach another ice skating puzzle. You need to reach the east exit that wraps back around into the puzzle from the north, where you can reenter the puzzle to get to the south exit, which leads to the next area, Slip 3.



ICE SKATING SOLUTIONS, PART II

From the south entryway, slide north, east, north, east, then south.

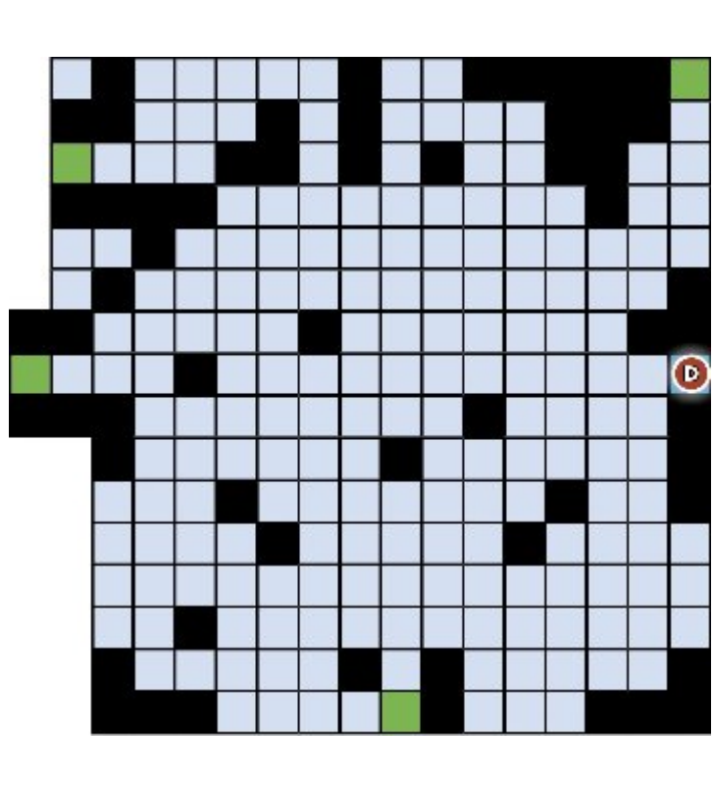
To get to the Sizzle point (**Defense+ mirajewel**): from the east entryway, slide south, then west.

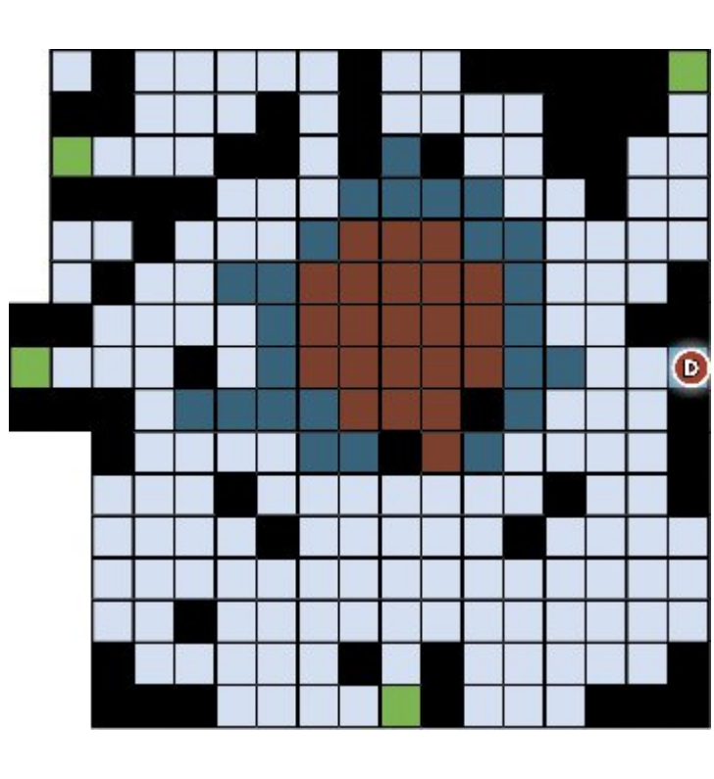
From the east exit, pick up a squishsparkly from a treasure chest along the path, then reenter the ice skating puzzle from the north entryway. There's a forced encounter with three white nakks here, as well.

Defeat the pack of Mirages, then appease the Gimme Golem in the puzzle with the squishsparkly that you picked up earlier.

To exit the area: from the north entryway, slide south, west, south, east, then south.

Icicle Ridge—Slip 3 consists of an even larger ice skating rink with multiple paths, including an optional one to a hidden area. Your main objective is to exit to the northeast. If you have a strolling Mirage with you, you can trigger a Treasure Trove near the entrance before proceeding to the ice skating area.





ICE SKATING SOLUTIONS, PART III

To get to the northeast exit leading to the next area: from the south entryway, slide west, north, west, south, east, north, east, north, east, then north.

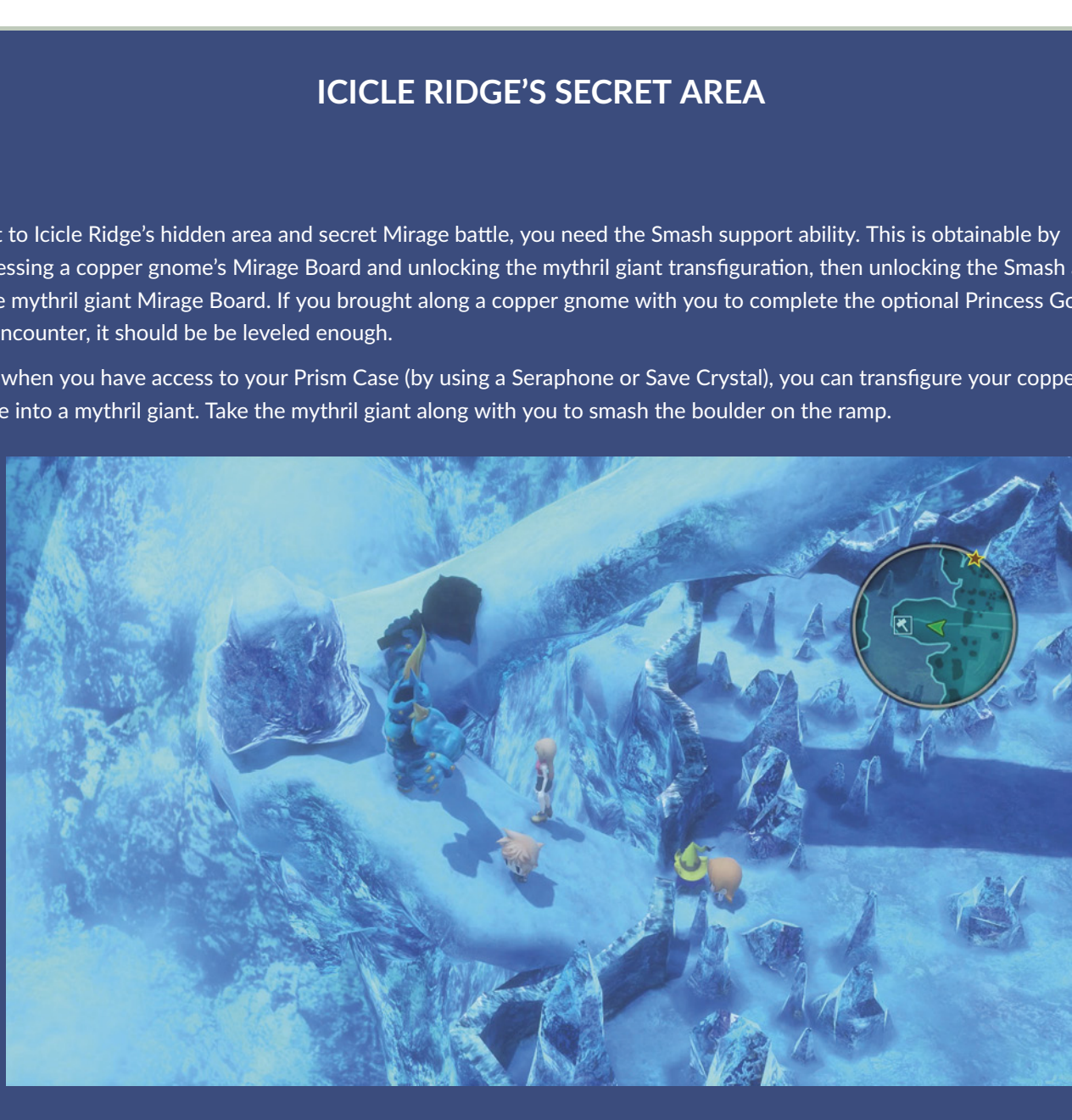
To get to the optional west exit: from the northeast entryway, slide south, west, south, west, south, then west.

To get to the Sizzle point (**elixir**): from the west entryway, slide east, south, east, north, then east.

ICICLE RIDGE'S SECRET AREA

To get to Icicle Ridge's hidden area and secret Mirage battle, you need the Smash support ability. This is obtainable by progressing a copper gnome's Mirage Board and unlocking the mythril giant transfiguration, then unlocking the Smash ability on the mythril giant Mirage Board. If you brought along a copper gnome with you to complete the optional Princess Goblin ★ encounter, it should be be leveled enough.

Next, when you have access to your Prism Case (by using a Seraphone or Save Crystal), you can transfigure your copper gnome into a mythril giant. Take the mythril giant along with you to smash the boulder on the ramp.

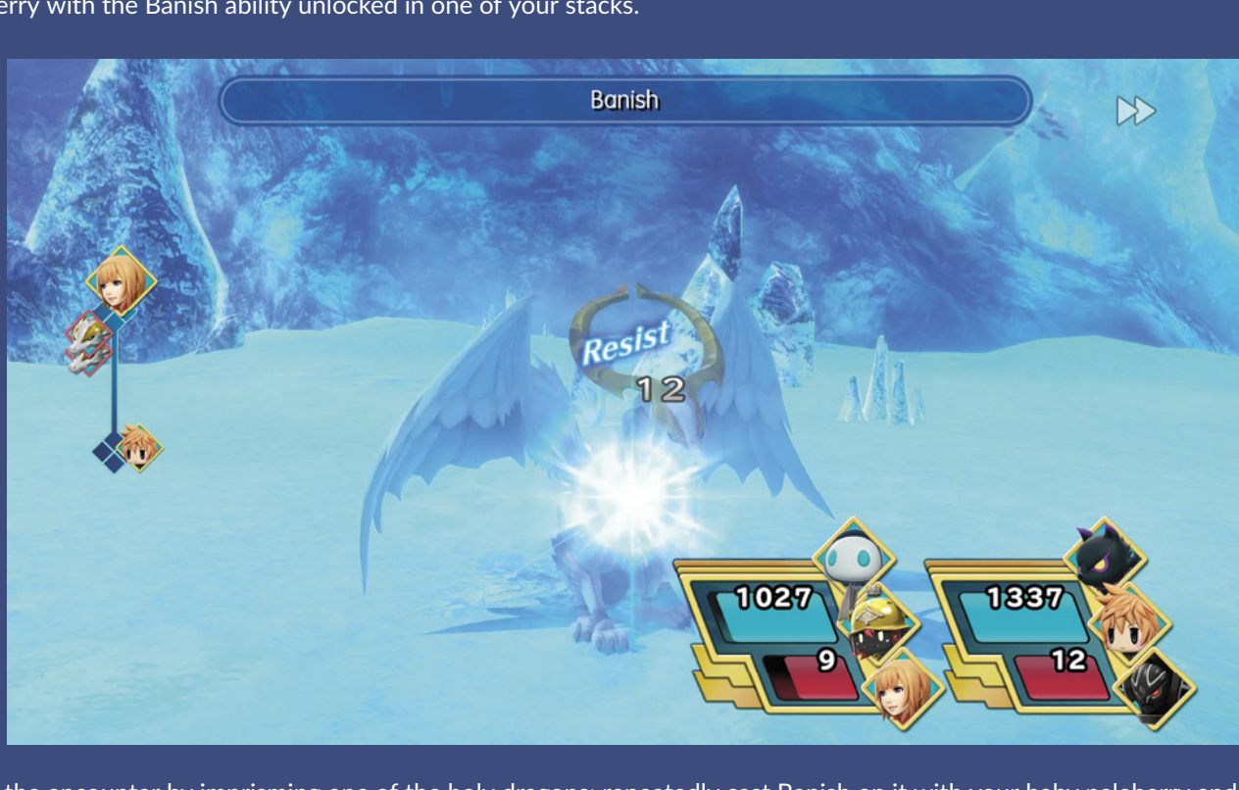


Head up the ramp until you get to a puzzle switch. Here, you must create a stack of Mirages with a weight of 11 or greater and an earth resistance of at least 100. Accomplish this by adding mythril giant, cockatrice, and mandragora to the stack. This causes the platform to collapse onto the puzzle below, which gives you an easy path to the northwest exit of the ice skating rink.

Now all you have to do is exit the center platform and slide your way over to the northwest exit. Directions from the center platform: south, west, north, west, north, east, north, west, north, east, north, east, north, east, north, west, south, then west.

In this secret area, there's a Mirage encounter consisting of two holy dragons. This is an exceptionally difficult encounter unless you've been spending time leveling up, so make sure to save your progress at the Save Crystal in the fourth area of Icicle Ridge. It's recommended that your stacks are an average level of at least 20 and that you have the Banish ability.

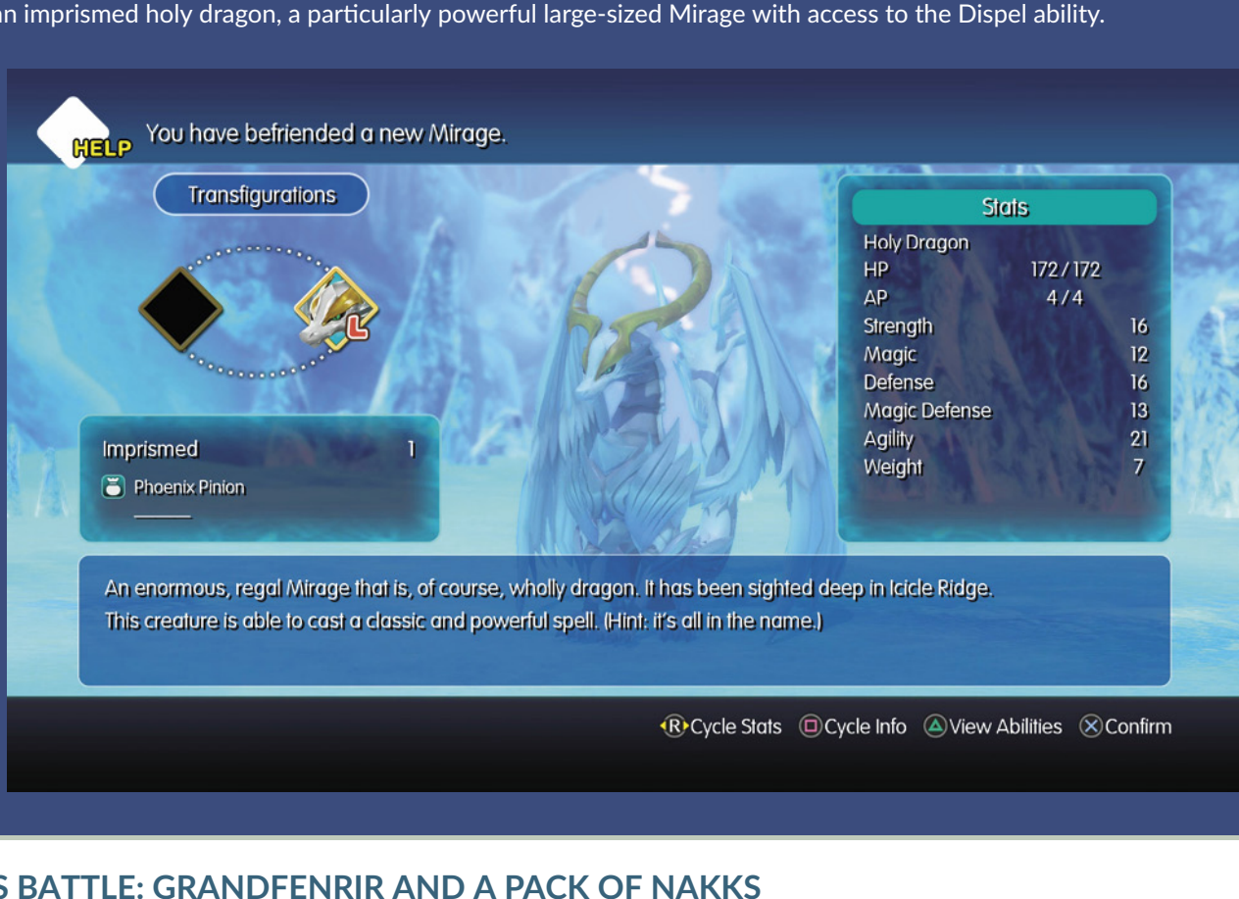
Thankfully, you can imprism one. Its prismtunity condition is casting a light-based spell on it, so make sure to have a baby paleberry with the Banish ability unlocked in one of your stacks.



Begin the encounter by imprisming one of the holy dragons; repeatedly cast Banish on it with your baby paleberry and cast Imprism with your other stack.

When you're successful, the fight becomes much more manageable. Heal up, then start whittling down the other holy dragon's HP. Note that when the holy dragon is low on health, it starts to regenerate HP. To avoid this, you must deal a large amount of damage. For instance, you can exhaust your Champion Gauge by repeatedly summoning the Warrior of Light (purchased with two arma gems from The Girl Who Forgot Her Name) to take out the remaining holy dragon. Alternatively, having a floating eye in your stack with its access to the Dark spell is a huge boon, due to the dragon's weakness to dark-based abilities.

Your reward for defeating the dragons is a sizeable amount of EXP, along with its memento. And, of course, you also leave with an imprismed holy dragon, a particularly powerful large-sized Mirage with access to the Dispel ability.



You have befriended a new Mirage.

Imprismed 1

Phoenix Pinion

Stats

Holy Dragon

HP 172 / 172

AP 4 / 4

Strength 16

Magic 12

Defense 16

Magic Defense 13

Agility 21

Weight 7

An enormous, regal Mirage that is, of course, wholly dragon. It has been sighted deep in Icicle Ridge. This creature is able to cast a classic and powerful spell. (Hint: it's all in the name.)

BOSS BATTLE: GRANDFENRIR AND A PACK OF NAKKS

After you've completed the last ice skating puzzle, save your progress at the Save Crystal located near the entrance of the fourth area. Now, confront the beast that's been hounding you up ahead.

This boss battle consists of a large grandfenrir and four small white nakks. They're weak to fire, so hopefully you've heeded Yuna's advice and have fire-wielding Mirages like Tama and red captain in your stacks. Grandfenrir has a massive amount of HP compared to his whelps, so burn the little ones down first, ideally leaving one small one alive. Grandfenrir can use the ability, "Call For Help", when all of the white nakks are defeated, so leaving one alive before finishing off the alpha wolf is recommended. When you're ready to take out grandfenrir, incinerate him with Foxfire, Fire, or Channel Element: Fire while healing up any damage you take from his physical attacks.

Foxfire
Weak
412
779
1
768
9

Once victorious, you're rewarded with more arma gems, as well as a **fenrir memento** (a white nakk transfiguration). You can also backtrack to imprism a white nakk in the earlier portion of Icicle Ridge now that you've defeated their leader.

From here, you can find a murkrift in the west portion of the area if you want to pick up a mini flan Mirage and a decent amount of EXP. They're extremely vulnerable to magic, so you should nuke several of them down with spell attacks before imprisming one with physical attacks.

REFIA: We need to cross Icicle Ridge to get to Saronia.

Enter the murkrift?

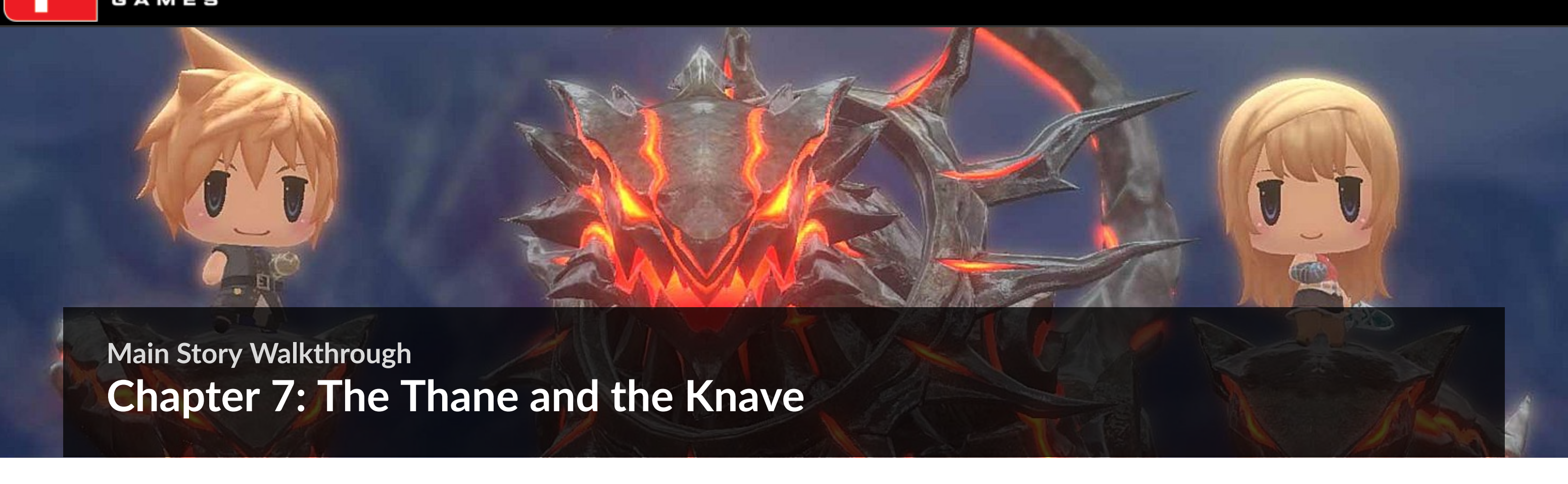
After you deal with the murkrift, head east from the central platform to access a semi-hidden ledge with a treasure chest lying at the end of it. Open the treasure chest for **three ethers**.

Finally, take the north path from the central platform to exit Icicle Ridge and enter the final stretch of the Ice Region. You can see Saronia off in the distance to the north. Enter it to conclude Chapter 6 of the main story.

LEVELING IN THE NETHER NEBULA

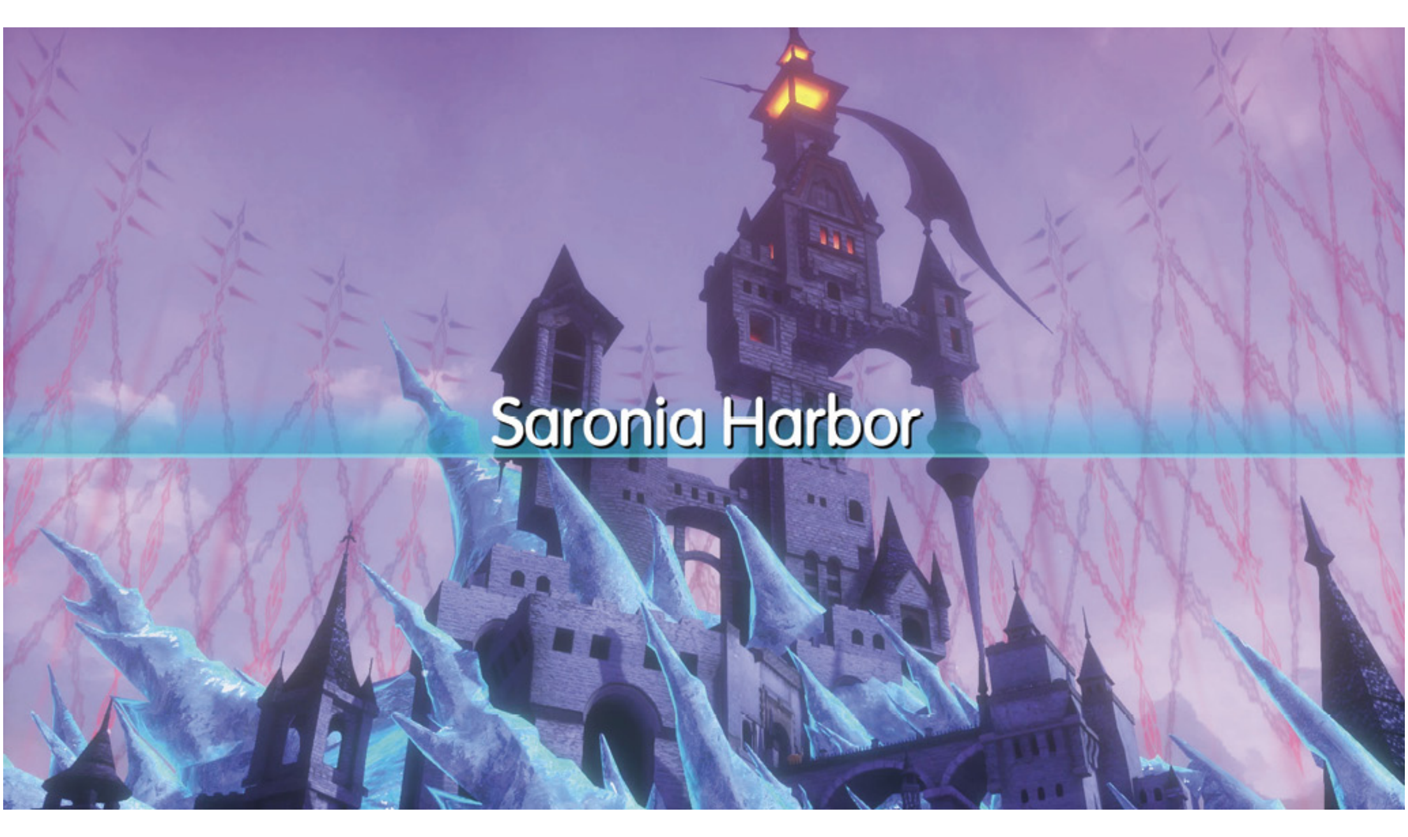
At this point in the game, you can gain access to the Smash and Flutter support abilities (from the mythril giant and floating eye Mirages). These allow you to access a secret area in the Nether Nebula. In the Nether Nebula—Cavern 4, smash the blockade leading south, then flutter across the pit to reach Cavern 5. Cavern 5 contains several valuable items, including a mega-potion, two mega-ethers, and two mega phoenixes.

Additionally, the area is filled with high-level Mirage encounters. This is a great spot for you to quickly level up your ever-growing collection of Mirages. You can refill your HP and AP as well as access the Prism Case at the Save Crystal in Cavern 4.



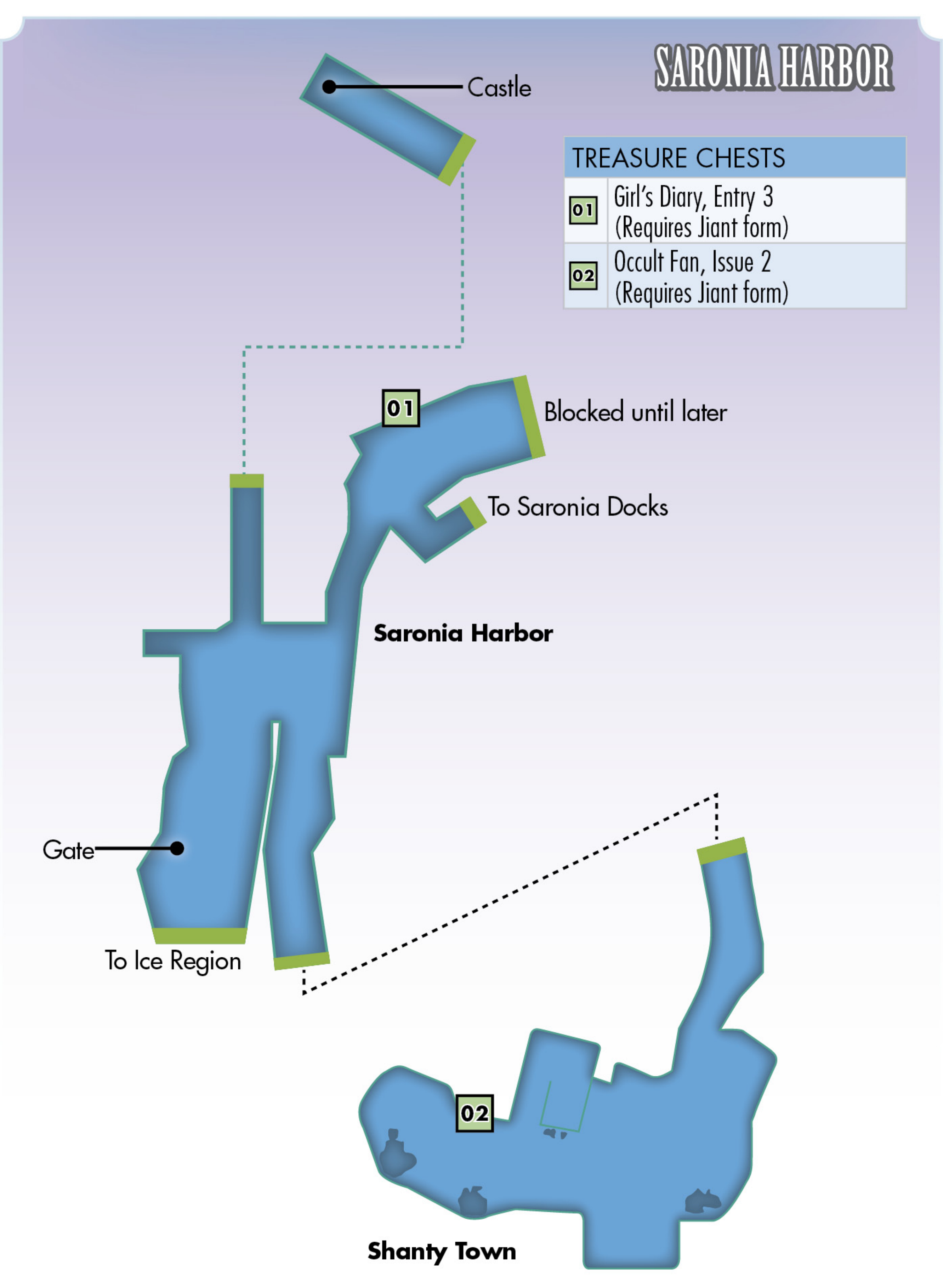
Main Story Walkthrough

Chapter 7: The Thane and the Knave



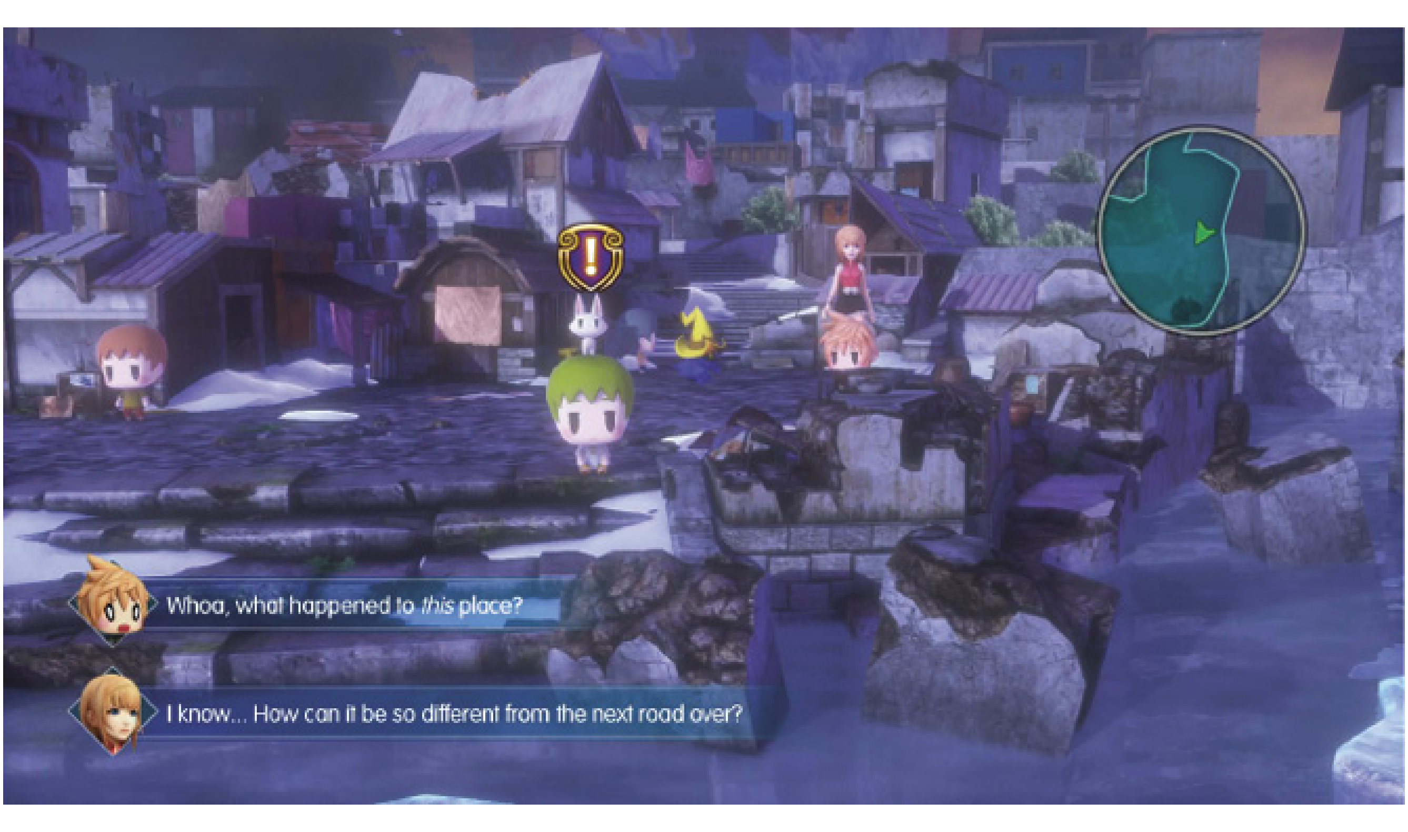
Accompanied by Refia, the twins arrive at the port city of Saronia Harbor after an arduous trek across Icicle Ridge. It appears Refia has an uncle in town, and she bids the party farewell. Tama notices something strange about Saronia Harbor: it's entirely surrounded by a threshold. Perhaps there's a powerful Mirage nearby…

Action Checklist
1. Talk to citizens of Saronia Harbor
2. Meet the thane



INVESTIGATE SARONIA

After the initial cutscene in Saronia, your task is to gather information about the port city by talking to the townsfolk (those who are marked with an purple exclamation point). To progress, you must talk to two locals up here. After you've conversed with them, take the exit through the southeast, down the stairs. This takes you to the Shanty Town, the city's slums. There's one more Lilikin to talk to here, which triggers a cutscene.

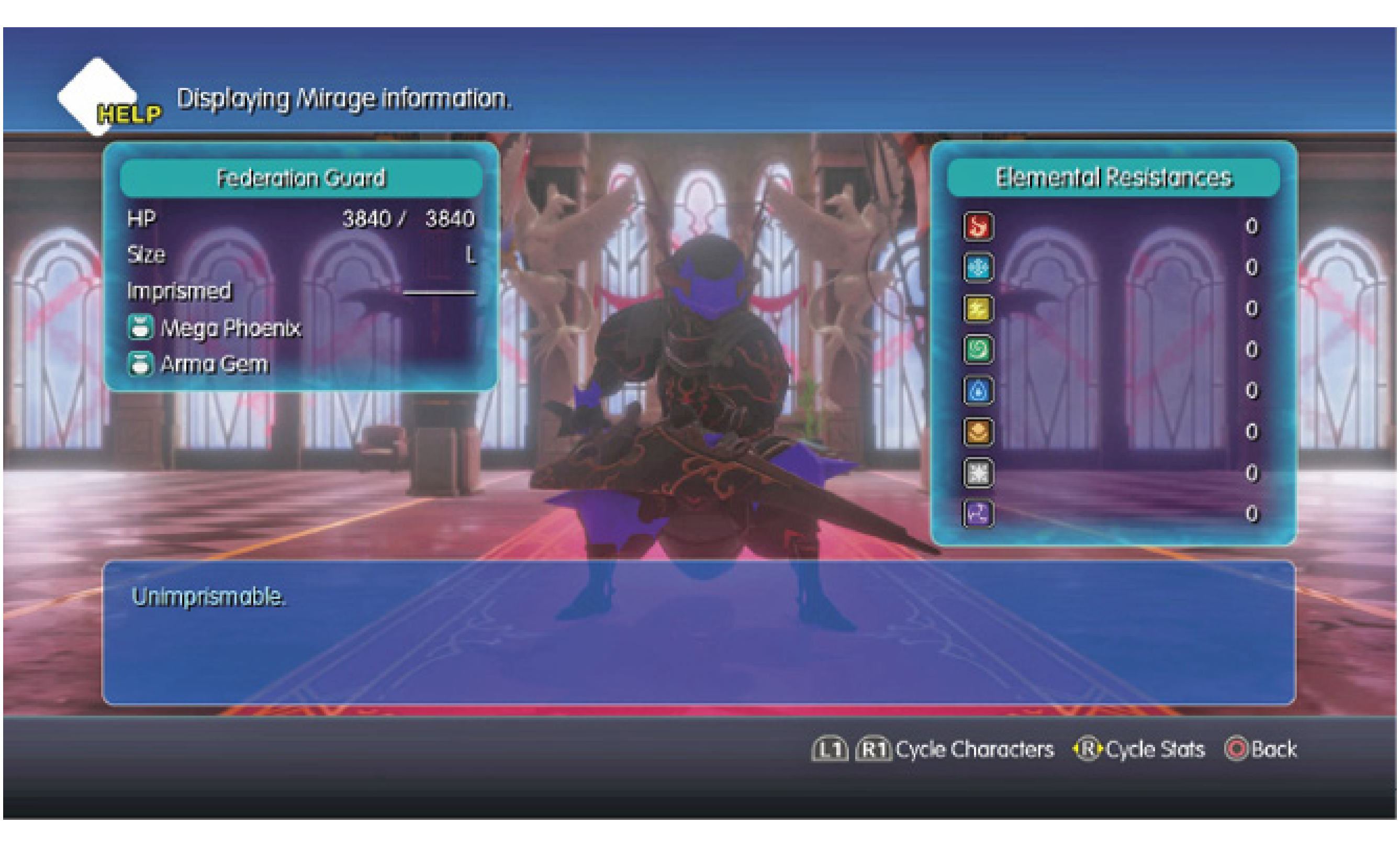


Whoa, what happened to *this* place?

I know… How can it be so different from the next road over?

It seems that Saronia has joined the Federation and expects its citizens to help expand the Federation's operations in order to raise their "civic rank." Next, see what information you can obtain from the city's thane by going up the stairs from the city's center. Another cutscene plays out here atop of a castle bridge. Reynn presents the Cornelian seal, consequently attaining an audience with the thane.

Almost immediately, Refia senses something off with the thane. Her Uncle Takka has apparently been possessed by a Bahamutian soldier, and a battle commences. Since this mini-boss doesn't have an apparent weakness or strength, the fight is rather straightforward.



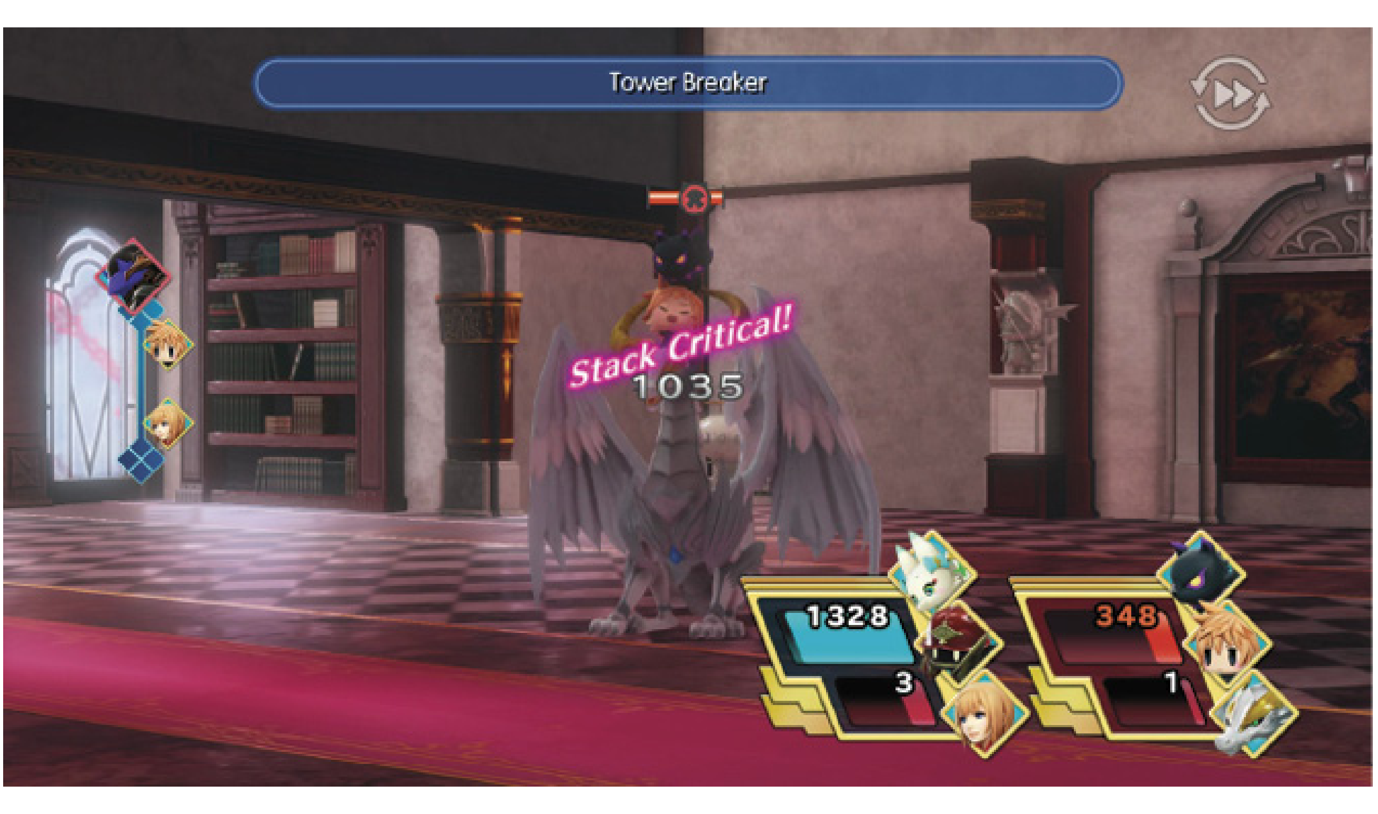
HELP Displaying Mirage information.

Federation Guard
HP 3840 / 3840
Size L
Imprismed ———
Mega Phoenix
Arma Gem

Elemental Resistances
0
0
0
0
0
0
0
0

Unimprismable.

Attack him with your strongest physical or magical attacks while healing up any damage taken. He does have a unique high-strength toppling attack called Tower Breaker, so you may need to apply a dose of wobblestopper to a stack in danger of toppling.



Bahamutian Soldier

Urk!

Once you've defeated your foe, you're introduced to the Knight in the Golden Mask. In conventional villainous fashion, he fells the persistent Bahamutian soldier only to dramatically threaten the twins himself.

Knight in the Golden Mask

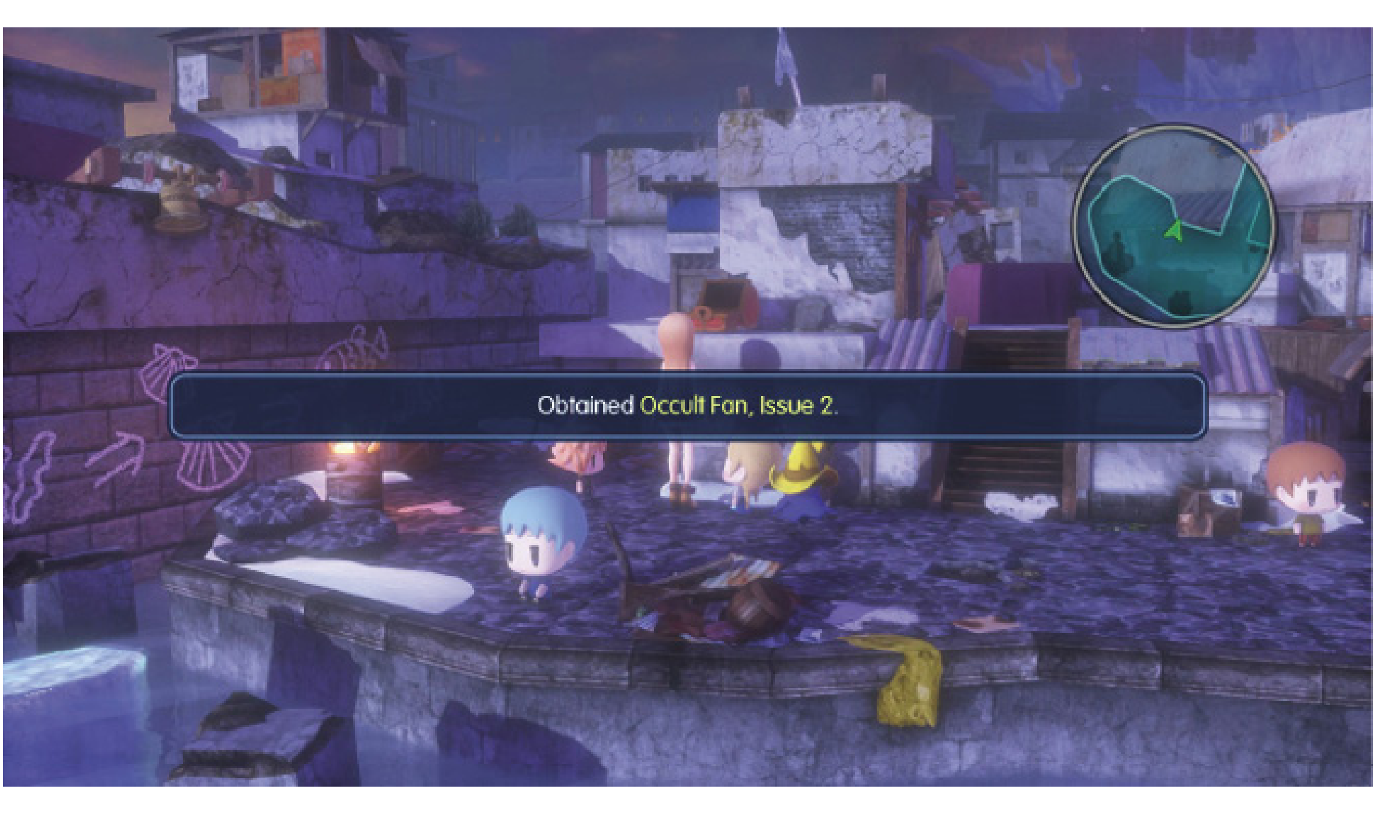
Fortunately, Sherlotta intervenes and rescues the Mirage Keepers. In the safety of Shanty Town, they discuss their options, and Refia suggests that their next destination be the Low Seas. It's time to find a boat.

Refia

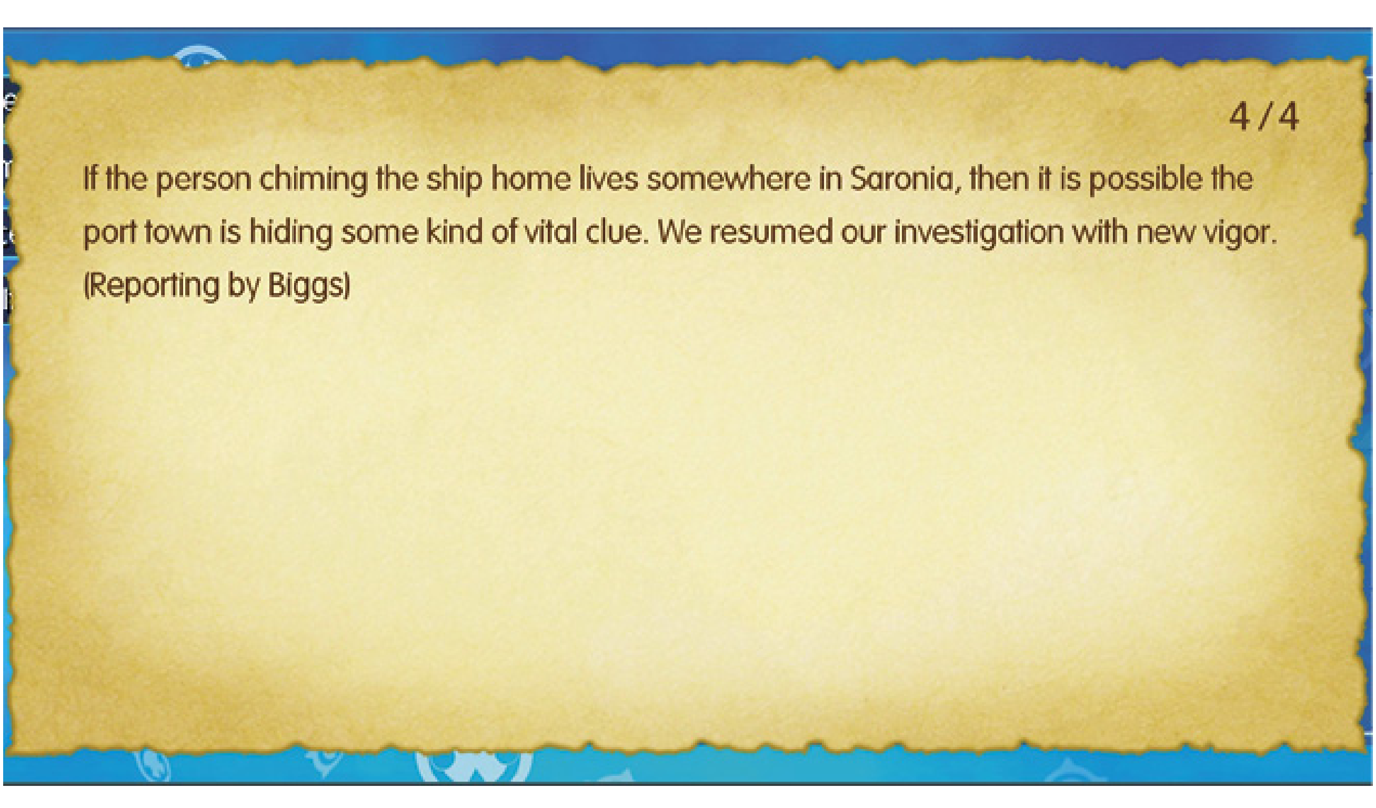
From here, the best place to go next would have to be the Low Seas.

You can save your progress after this cutscene. You're also notified of a new purchasable Champion Medal from The Girl Who Forgot Her Name.

When you're back in control of the party, take a look around Shanty Town. There's a treasure chest sitting on top of a wall near the west portion of the area. In Jiant form, open it up to obtain **Occult Fan, Issue 2**. As with all of the Occult Fan journals, this one hints at a secret somewhere surrounding Saronia.



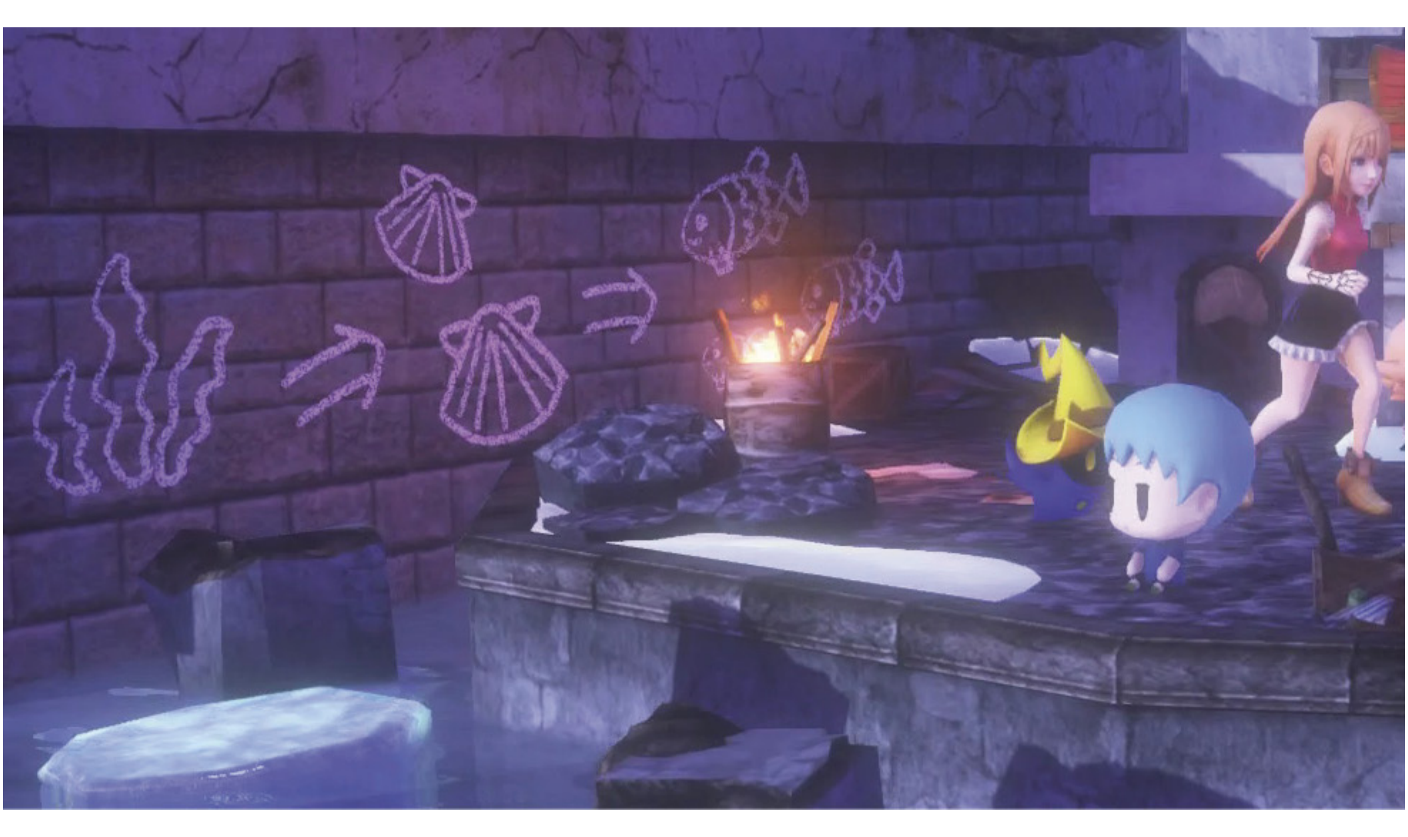
Obtained Occult Fan, Issue 2.



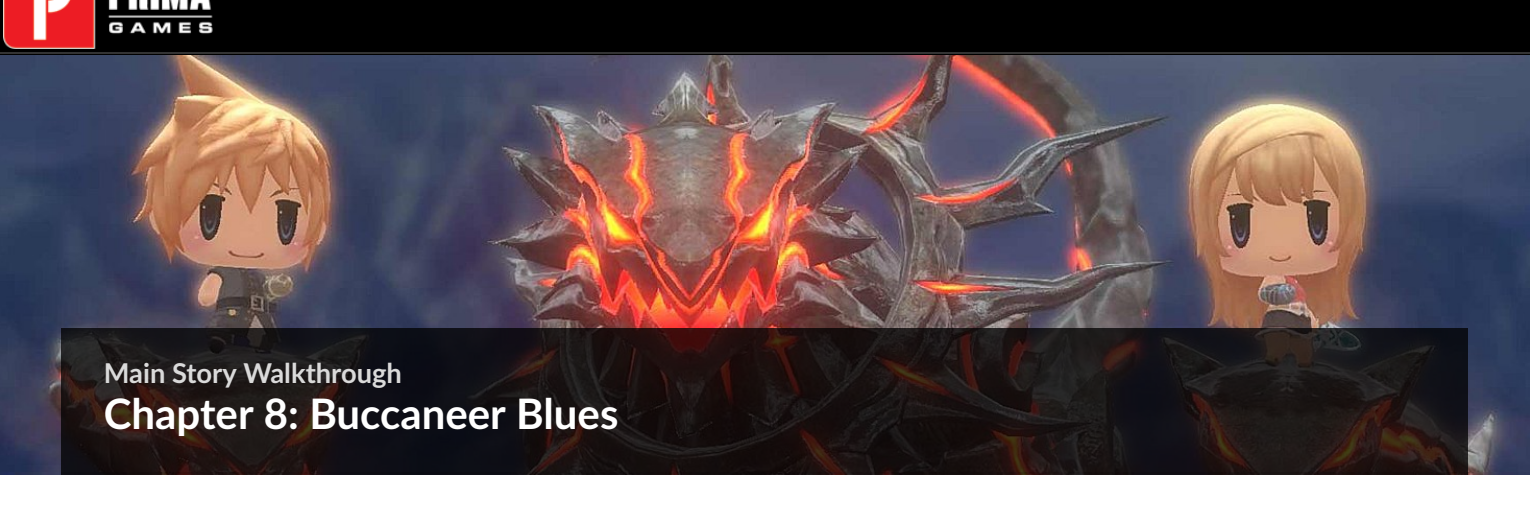
4 / 4

If the person chiming the ship home lives somewhere in Saronia, then it is possible the port town is hiding some kind of vital clue. We resumed our investigation with new vigor. (Reporting by Biggs)

Interestingly, there's another related clue nearby in Shanty Town. To the wall left of where you picked up the Occult Fan issue, there's a cryptic diagram depicting some seaweed with an arrow pointing to clamshells, and another arrow pointing to some fish. Remember this for later.



There's nothing left to do here, so return to Saronia Harbor to close out this brief story chapter.



Main Story Walkthrough

Chapter 8: Buccaneer Blues

Reynn and Lann discover a wicked plot involving a knight in a golden mask and gigantic chains in the sky latched on to the city of Saronia. Refia suggests that the two find a way to travel to the Low Seas. Naturally, since there's a dock nearby, the twins ask the local townsfolk for help obtaining a ship.

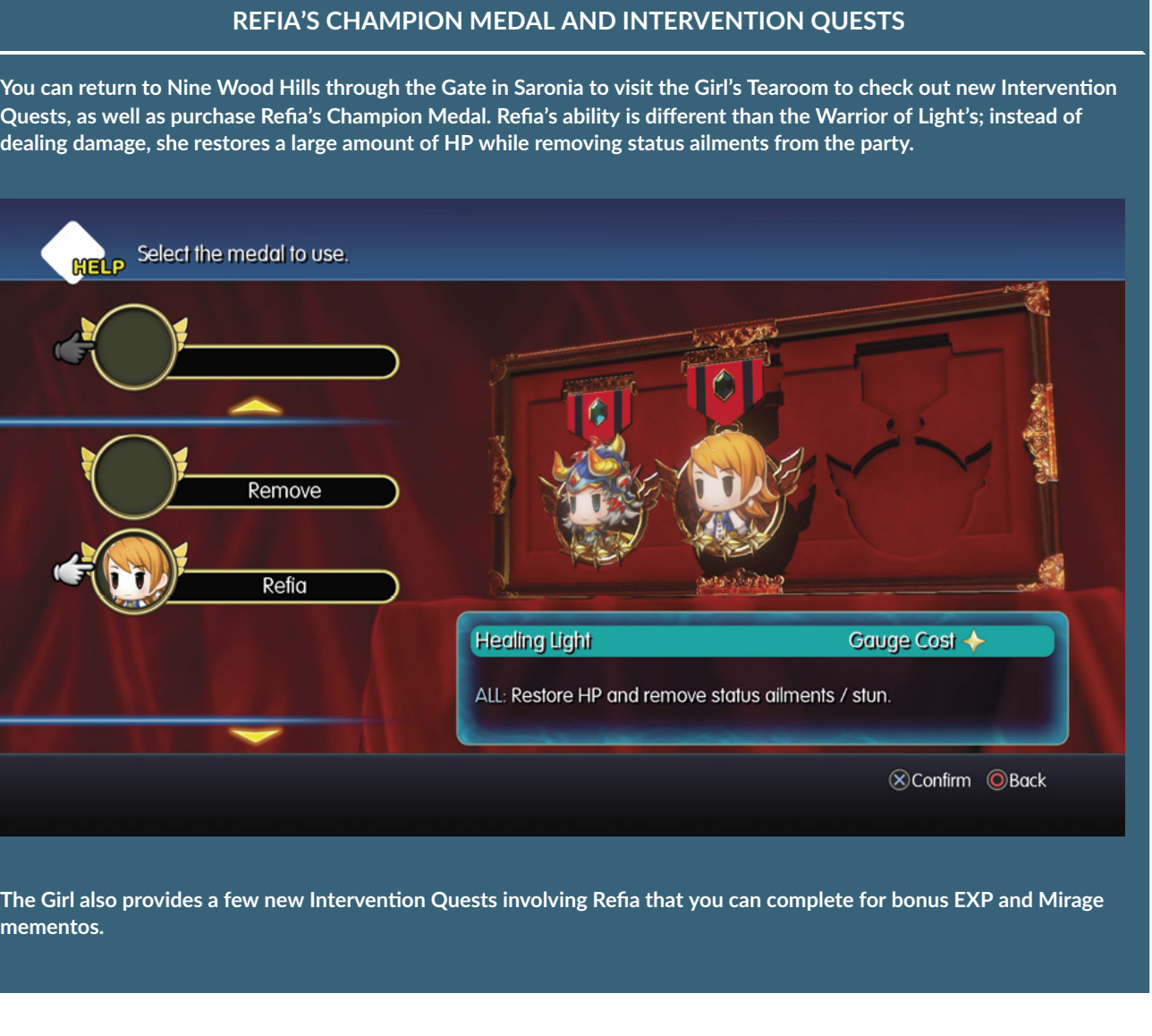
Action Checklist
1. (Optional) Complete Intervention Quests
2. Find and steal a pirate ship

NEW INTERVENTION QUESTS

- The Ice Bridge
- Never Cross the Boss
- A Grudge That Won't Budge

REFIA'S CHAMPION MEDAL AND INTERVENTION QUESTS

You can return to Nine Wood Hills through the Gate in Saronia to visit the Girl's Tearoom to check out new Intervention Quests, as well as purchase Refia's Champion Medal. Refia's ability is different than the Warrior of Light's; instead of dealing damage, she restores a large amount of HP while removing status ailments from the party.


HELP
Select the medal to use.
Remove
Refia
Healing Light
Gauge Cost
ALL: Restore HP and remove status ailments / stun.
Confirm
Back

The Girl also provides a few new Intervention Quests involving Refia that you can complete for bonus EXP and Mirage mementos.

BORROW A BOAT

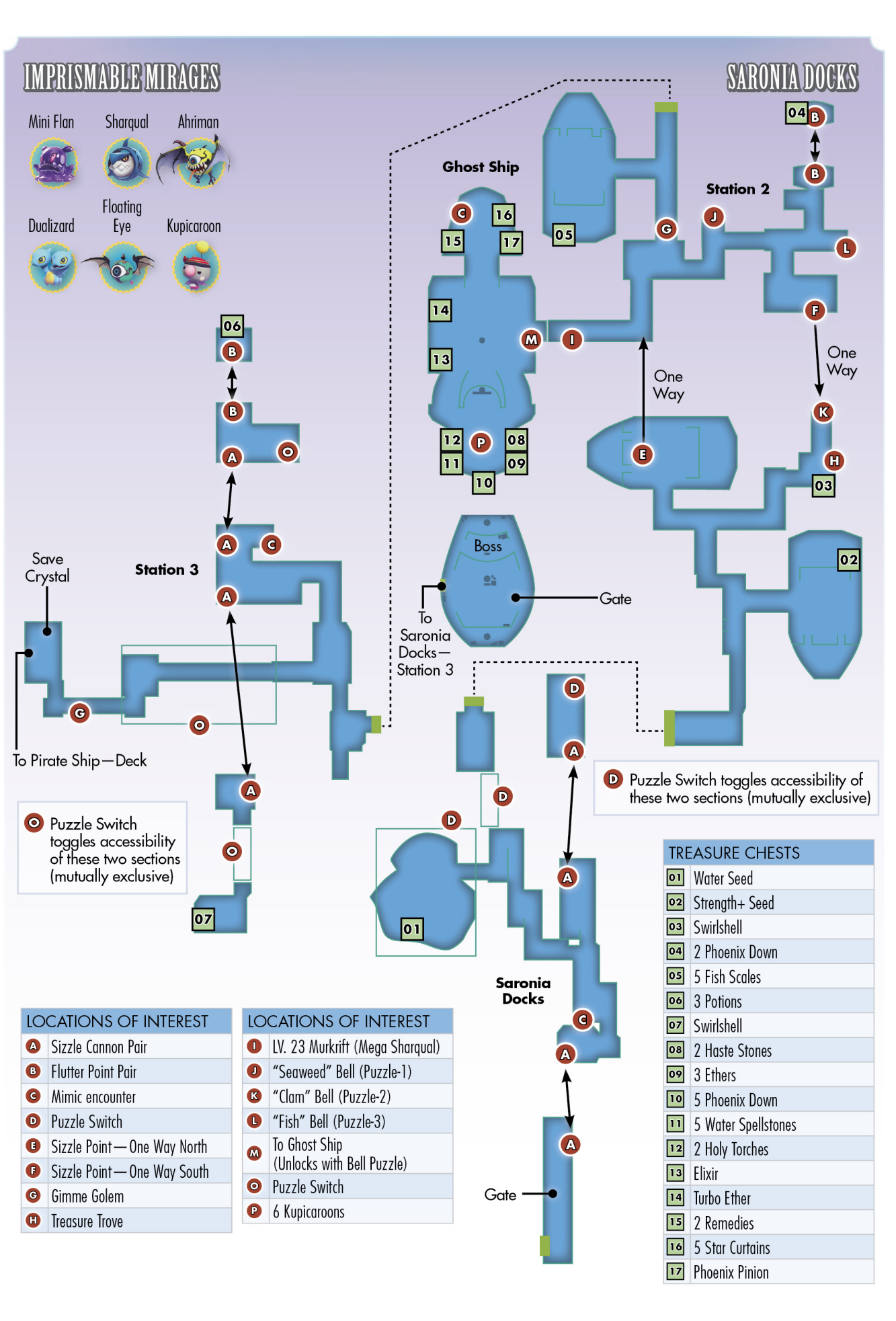
Now is a good time to take a breather if you want to backtrack to places you've cleared in order to complete optional tasks like Miniventures or murkrifts. The behemoth murkrift back in Wellspring Woods should be manageable for you now, and if you haven't already explored further into the Nether Nebula, you can do that, too. You can also check out the Coliseum, as there's surely a couple of new fights for you to try out there.

Lann
They're pirates, right?
Who's gonna file a complaint?

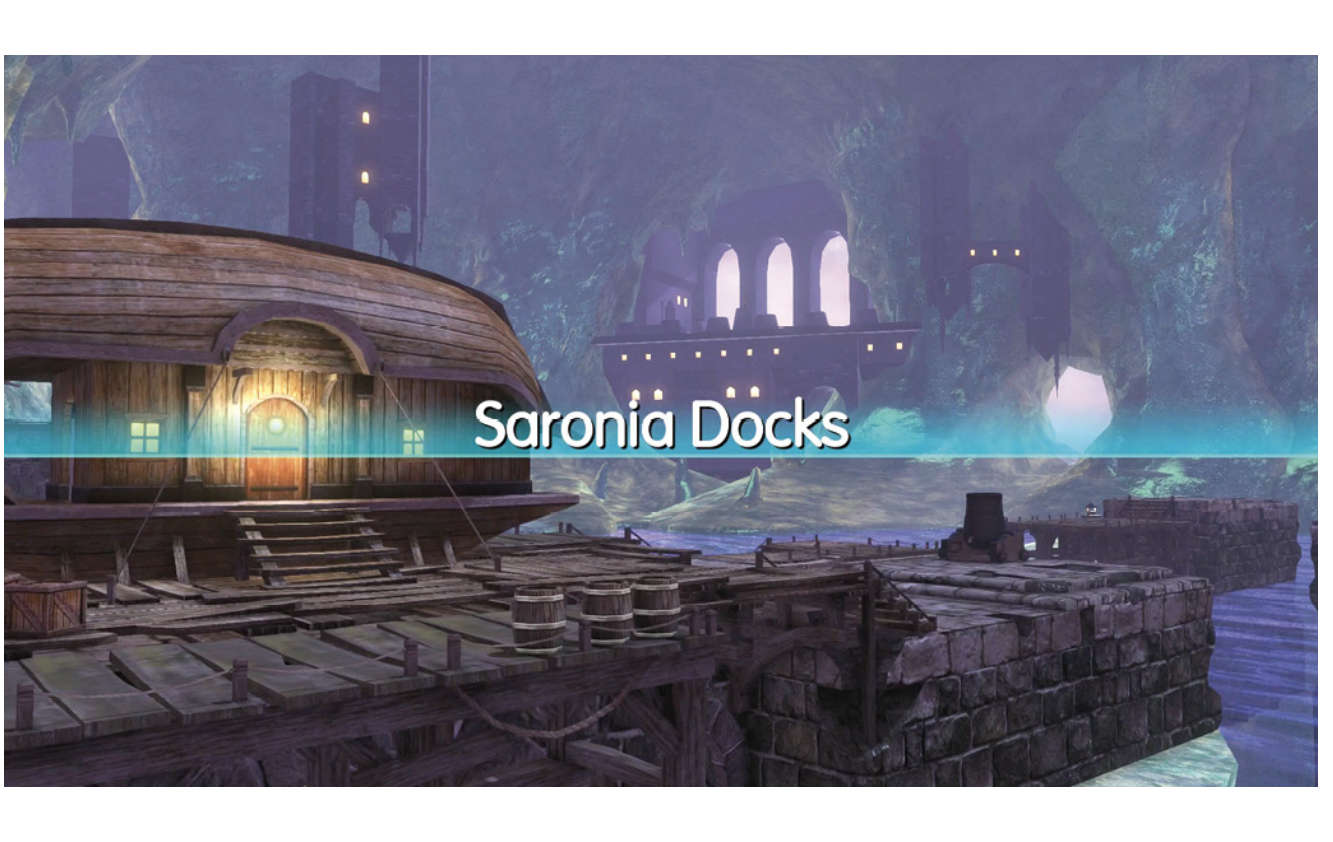
Otherwise, to progress the main story, inquire about sea travel with Saronia Harbor's locals. Talk to the three townsfolk with purple exclamation points. Although the locals can't help, this triggers a cutscene with a desperate Lann suggesting that they overtake and steal a pirate ship from Saronia's docks.

Obtained Girl's Diary, Entry 3.

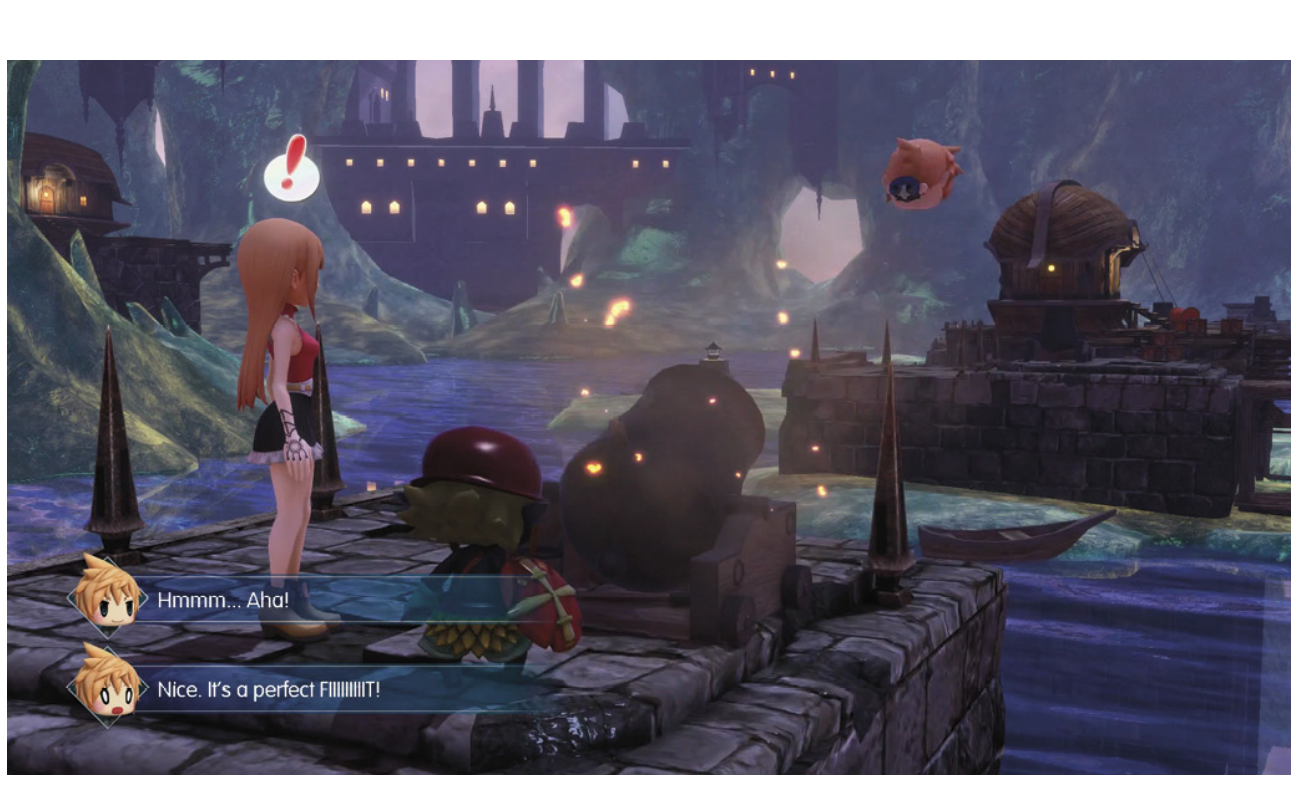
Before heading out through the northeast exit of town into the docks, open the nearby treasure chest sitting on top of a city wall to obtain **Girl's Diary, Entry 3**.


IMPRISMABLE MIRAGES
Mini Flan
Sharqual
Ahriman
Dualizard
Floating Eye
Kupicaroon
SARONIA DOCKS
Ghost Ship
Station 2
Station 3
Save Crystal
To Pirate Ship—Deck
One Way
One Way
Boss
Gate
To Saronia Docks—Station 3
Saronia Docks
Gate
O Puzzle Switch toggles accessibility of these two sections (mutually exclusive)
D Puzzle Switch toggles accessibility of these two sections (mutually exclusive)
LOCATIONS OF INTEREST
A Sizzle Cannon Pair
B Flutter Point Pair
C Mimic encounter
D Puzzle Switch
E Sizzle Point—One Way North
F Sizzle Point—One Way South
G Gimme Golem
H Treasure Trove
LOCATIONS OF INTEREST
I LV. 23 Murkrift (Mega Sharqual)
J "Seaweed" Bell (Puzzle-1)
K "Clam" Bell (Puzzle-2)
L "Fish" Bell (Puzzle-3)
M To Ghost Ship (Unlocks with Bell Puzzle)
O Puzzle Switch
P 6 Kupicaroons
TREASURE CHESTS
01 Water Seed
02 Strength+ Seed
03 Swirlshell
04 2 Phoenix Down
05 5 Fish Scales
06 3 Potions
07 Swirlshell
08 2 Haste Stones
09 3 Ethers
10 5 Phoenix Down
11 5 Water Spellstones
12 2 Holy Torches
13 Elixir
14 Turbo Ether
15 2 Remedies
16 5 Star Curtains
17 Phoenix Pinion

DELVE INTO THE DOCKS

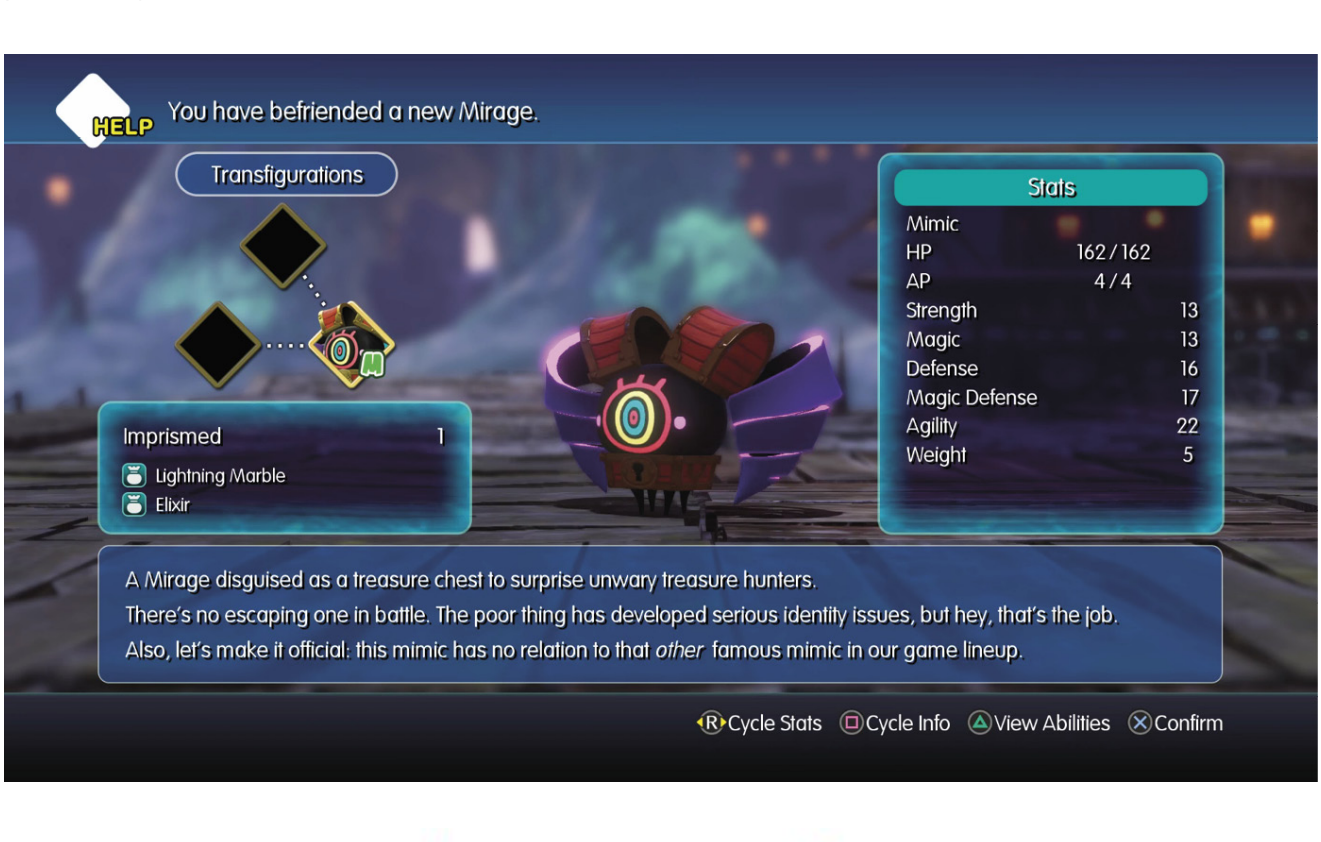

Saronia Docks

Like Icicle Ridge, having the Sizzle support ability is a requirement here in the Saronia Docks, since being fired from a cannon is apparently a conventional method of travel around these parts. Make sure to keep a red captain, black nakk, fritt, or cockatrice with you for this dungeon.


Hmmm... Aha!
Nice. It's a perfect FIIIIIIT!

Naturally, this must the-be how the locals get around.
Uh-huh. Naturally...

After the cannon cutscene, continue north along the docks. Next to a boathouse, there's a treasure chest here that's actually a mimic. Interacting with it triggers an encounter with the mimic Mirage. You can skip it, or if you're a collector, you can go ahead and imprism it. Be careful of its Death ability, though. If necessary, you can unstack your stacks to keep casualties at a minimum since Death is a single-target spell. Mimics are handy Mirages to have since they have access to No Escape, a unique passive ability.

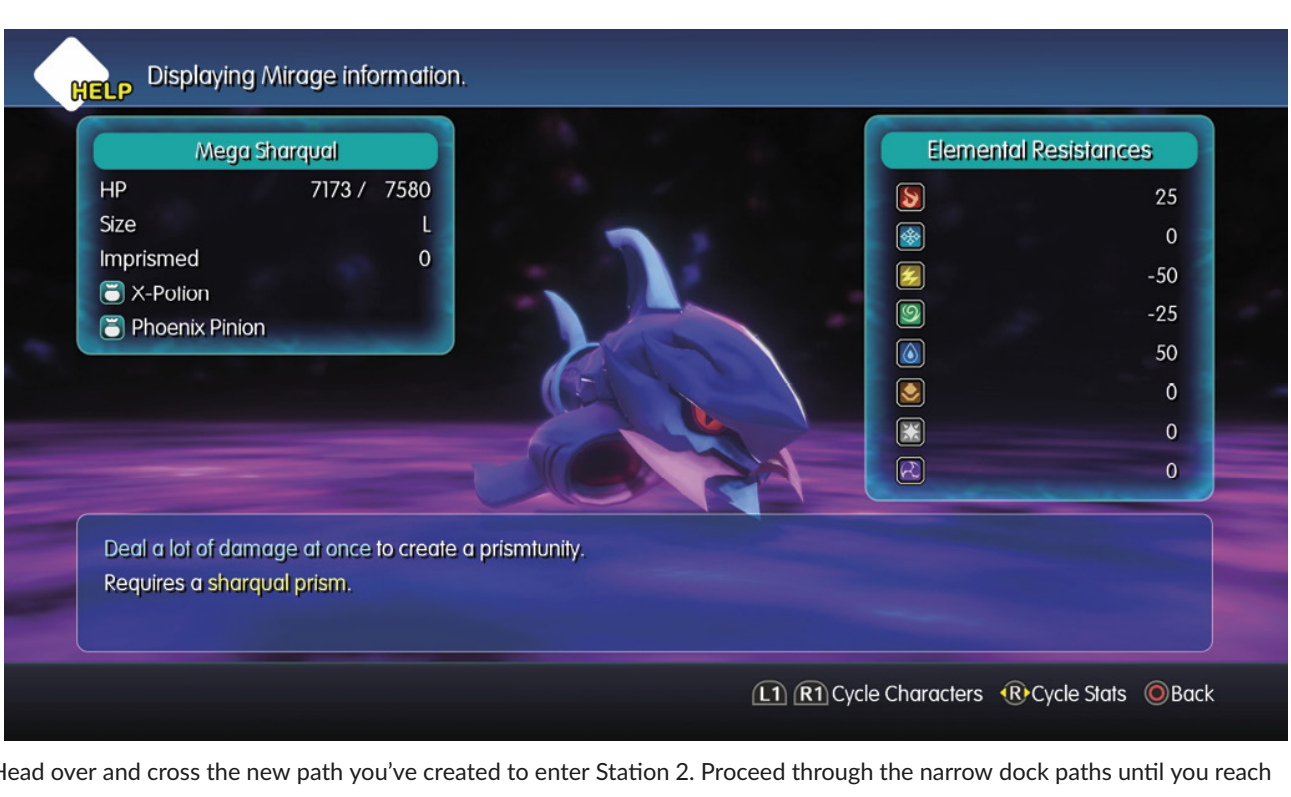

HELP
You have befriended a new Mirage.
Transfigurations
Stats
Mimic
HP 162 / 162
AP 4 / 4
Strength 13
Magic 13
Defense 16
Magic Defense 17
Agility 22
Weight 5
Imprismed 1
Lightning Marble
Elixir
Cycle Stats
Cycle Info
View Abilities
Confirm

A Mirage disguised as a treasure chest to surprise unwary treasure hunters. There's no escaping one in battle. The poor thing has developed serious identity issues, but hey, that's the job. Also, let's make it official: this mimic has no relation to that *other* famous mimic in our game lineup.

From the mimic chest, head downstairs (toward the background) where there's a small island where the water level is low. Open the treasure chest here to obtain a **Water seed**.

Obtained a Water seed.

Return up the stairs, and take the alternate path toward another Sizzle cannon. Light up the cannon to boost the party over onto another platform. There's a puzzle switch here. Its stack requirements include a weight of 5 or greater and a water resistance rating of at least 50. If you don't have the proper Mirages yet, try to imprism a sharqual here. Quachachos also help, but only if you've caught one back in Icicle Ridge. Successfully toggling the switch makes the surrounding water level rise, which distinctly raises a bridge off in the distance.


HELP
Displaying Mirage information.
Mega Sharqual
HP 7173 / 7580
Size L
Imprismed 0
X-Potion
Phoenix Pinion
Elemental Resistances
25
0
-50
-25
50
0
0
0
Deal a lot of damage at once to create a prismtunity.
Requires a sharqual prism.
L1 R1 Cycle Characters
Cycle Stats
Back

Head over and cross the new path you've created to enter Station 2. Proceed through the narrow dock paths until you reach an anchored ship to the east. Board the ship, and open the treasure chest near the stern of the ship for a **Strength+ seed**. Continue down the dock path until you reach another ship. This ship has a Sizzle cannon on it, so climb inside to launch yourself to the north section of the area. You land next to a murkrift here in front of an empty dock port. You can skip this murkrift for now since the Mirage inside is most likely way above your power level (a LV 25 mega sharqual). You can attempt it if your average party level is around 23 or so, provided you're also boasting plenty of water resistance and thunder-based attacks. Otherwise, come back later when you're stronger.

From the murkrift, continue following the dock path until you reach a Gimme Golem. To appease it, you need a swirlshell. For now, proceed to the bell that's hoisted up nearby. Notice that there's a basket full of seaweed next to the bell. Remember the diagram in Shanty Town? There are two more bells accompanied by baskets of items. Ring this one first, then proceed down the stairs nearby, ignoring the fish bell. Ignite the cannon slightly south of that bell to return to the other half of the area. Here, you land next to a treasure chest and a basket of clamshells, along with another bell. Open the chest to obtain the needed **swirlshell**, then ring the clamshell bell. If you have a strolling Mirage with you, there's a Treasure Trove waiting to be discovered in the clamshell basket.

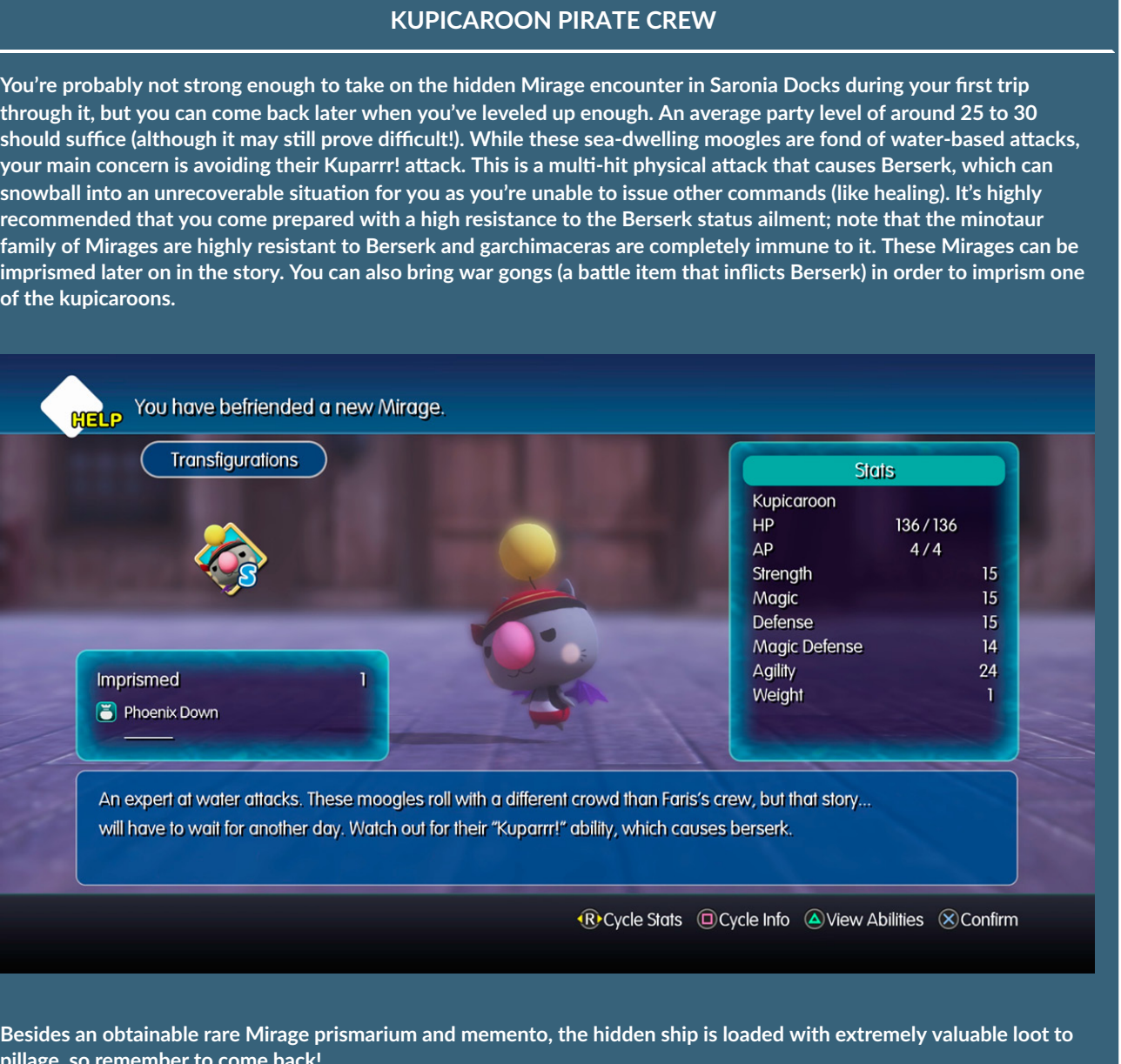
Obtained a swirlshell.

Now that you have the swirlshell for the Gimme Golem and you've rang two of the three bells in the correct order, return to the ship cannon and blast yourself back over. Go down and ring the fish bell to reveal the Saronia Docks' secret area—a haunted pirate ship!

To enter the ship and loot its booty, you must clear the murkrift in front of the ship's dock point. If you're not strong enough to take on the mega sharqual, you can come back later to pillage the ship. Besides, there's another encounter on the ship that's even more difficult than the preceding LV 25 mega sharqual.

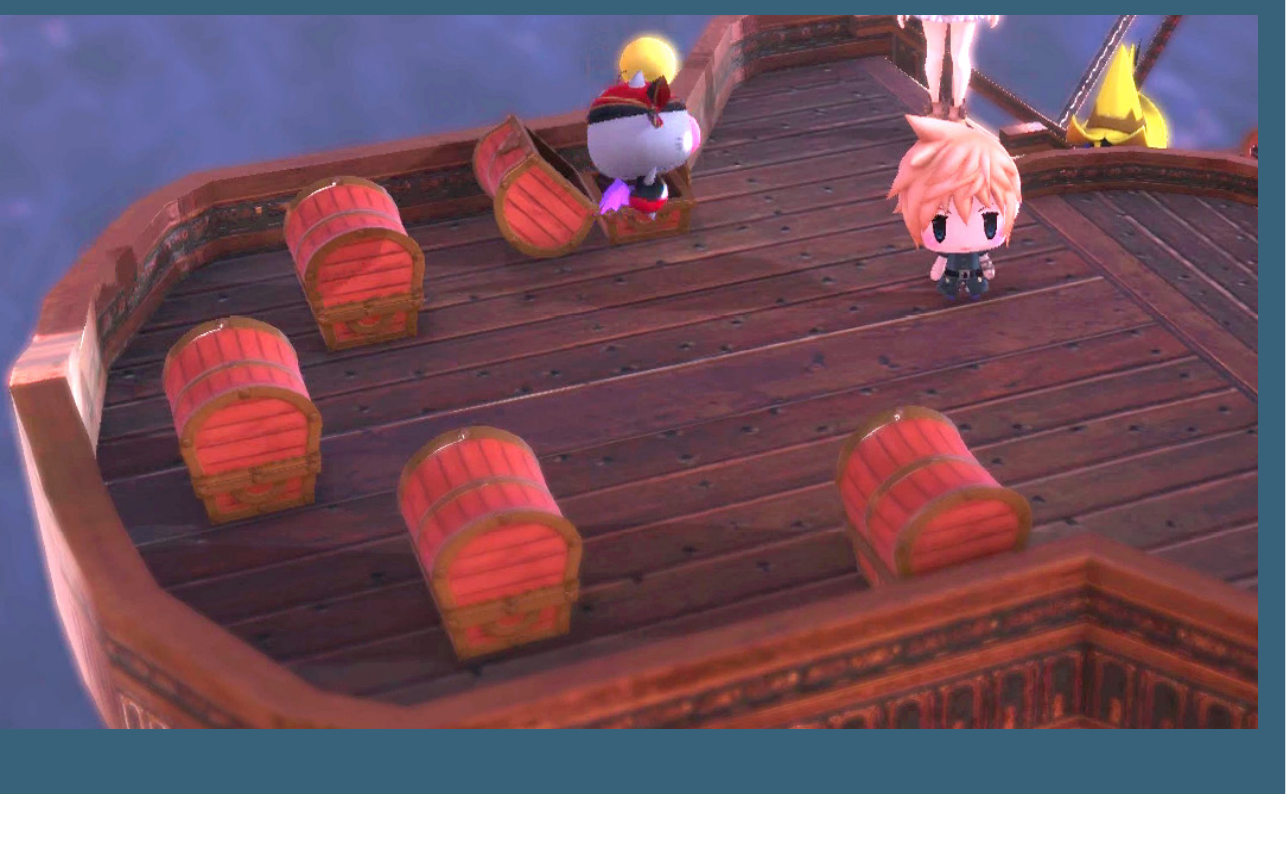
KUPICAROON PIRATE CREW

You're probably not strong enough to take on the hidden Mirage encounter in Saronia Docks during your first trip through it, but you can come back later when you've leveled up enough. An average party level of around 25 to 30 should suffice (although it may still prove difficult!). While these sea-dwelling moogles are fond of water-based attacks, your main concern is avoiding their Kuparrr! attack. This is a multi-hit physical attack that causes Berserk, which can snowball into an unrecoverable situation for you as you're unable to issue other commands (like healing). It's highly recommended that you come prepared with a high resistance to the Berserk status ailment; note that the minotaur family of Mirages are highly resistant to Berserk and garchimaceras are completely immune to it. These Mirages can be imprismed later on in the story. You can also bring war gongs (a battle item that inflicts Berserk) in order to imprism one of the kupicaroons.


HELP
You have befriended a new Mirage.
Transfigurations
Stats
Kupicaroon
HP 136 / 136
AP 4 / 4
Strength 15
Magic 15
Defense 15
Magic Defense 14
Agility 24
Weight 1
Imprismed 1
Phoenix Down
Cycle Stats
Cycle Info
View Abilities
Confirm

An expert at water attacks. These moogles roll with a different crowd than Faris's crew, but that story... will have to wait for another day. Watch out for their "Kuparrr!" ability, which causes berserk.

Besides an obtainable rare Mirage prismarium and memento, the hidden ship is loaded with extremely valuable loot to pillage, so remember to come back!

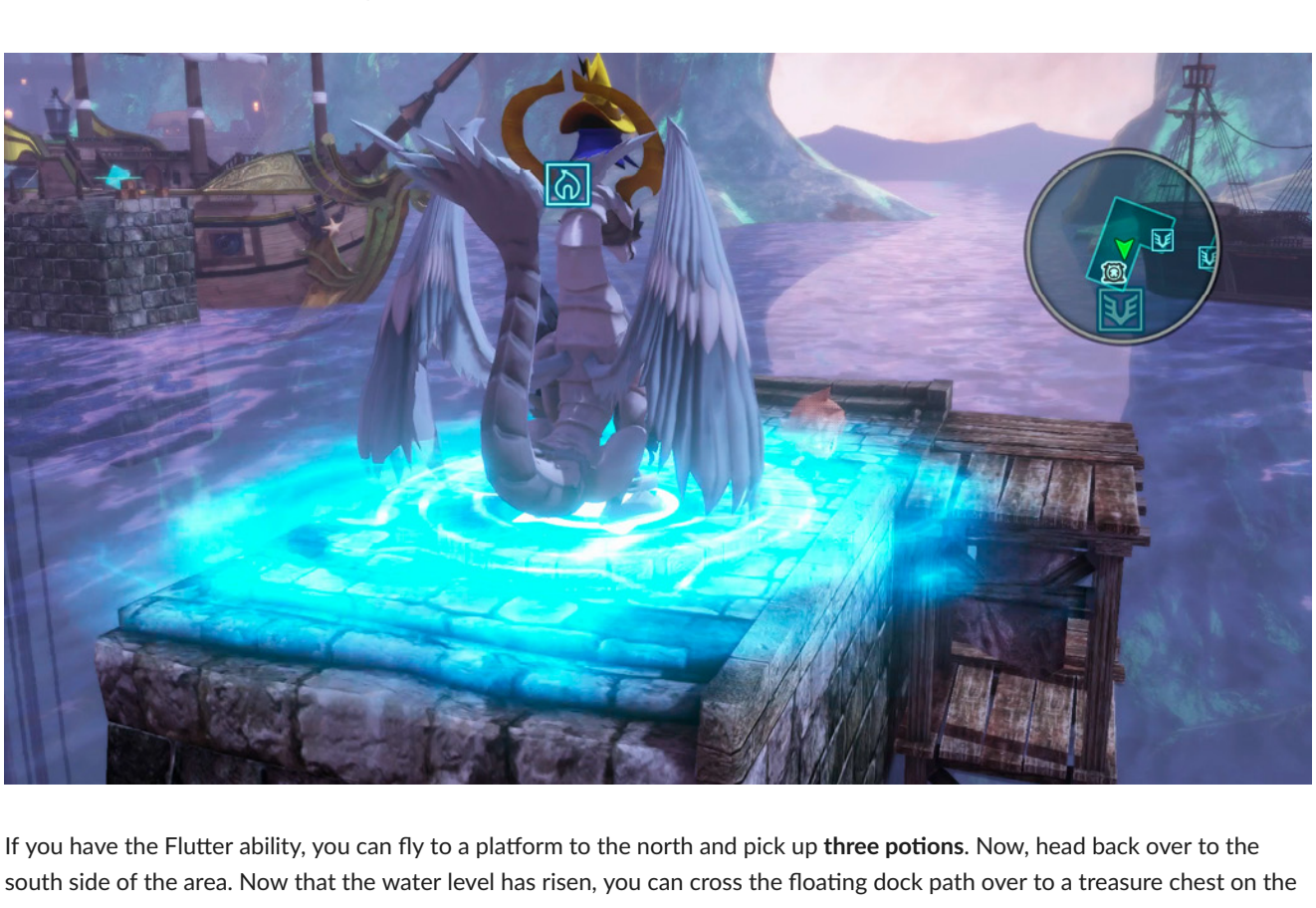


If you have the Flutter support ability, by leveling and taking either a moogle or floating eye Mirage along with you, you can grab **two phoenix down** on a boat in the northeast portion of the area.

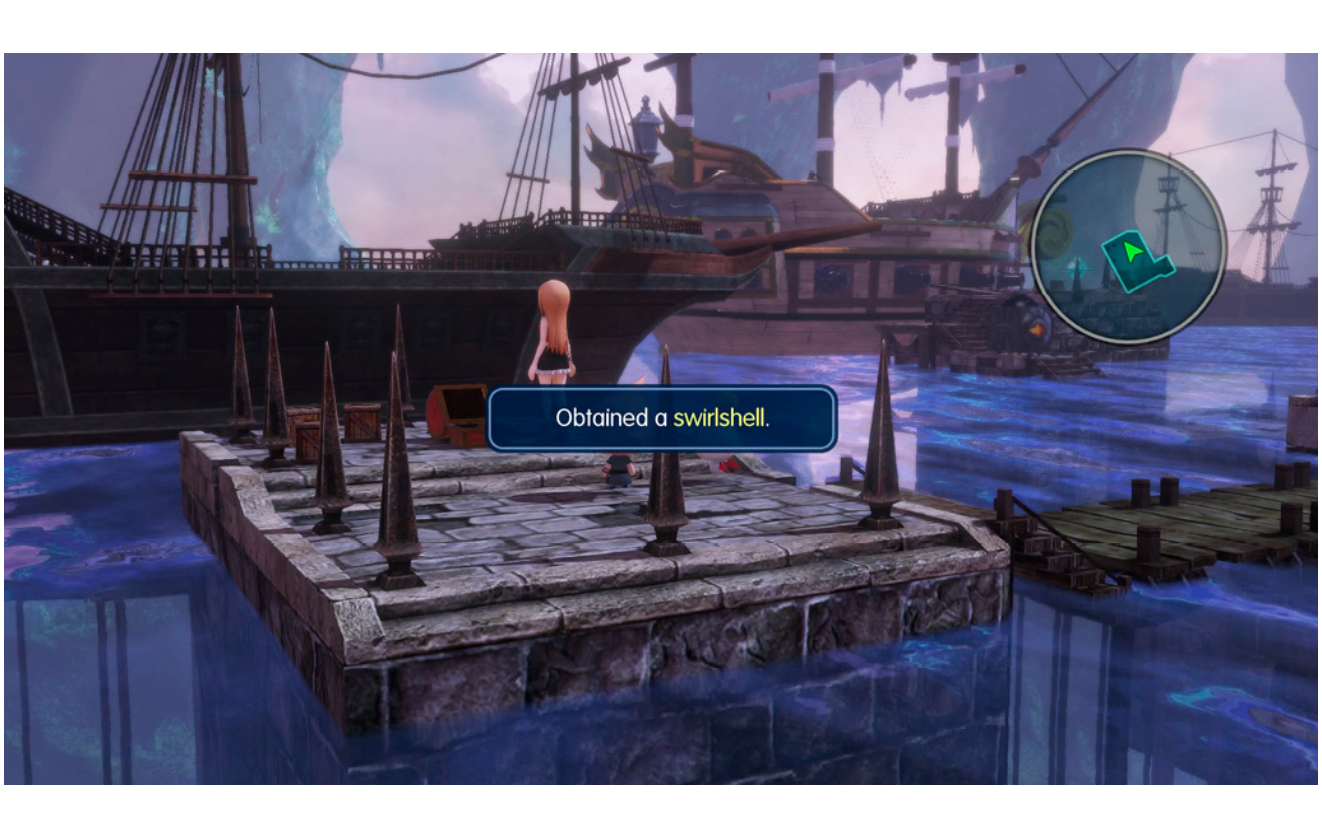
To progress through the docks, give the Gimme Golem the swirlshell that you picked up from the other side of the area. Before you exit the area, board the ship in the northwest area of the map to open a treasure chest containing **five fish scales.** That's all for this area. Move on to the next area by heading north from here.

Your destination in Saronia Docks—Station 3 is straight ahead past the Gimme Golem. Of course, you're going to have to find another swirlshell first.

From the starting point of this area, head north, where there are two Sizzle cannons with a treasure chest nearby. The chest is a mimic, so you don't have to antagonize it if you don't want to start a fight. Launch yourself from the cannon on the right here to reach a platform with another puzzle switch. This switch has the same conditions are the previous one: at least 5 weight and 50 water resistance. Once you've toggled it, the water level in the area rises, giving you access to the south portion of the map (while access to the Gimme Golem path is lost).



If you have the Flutter ability, you can fly to a platform to the north and pick up **three potions**. Now, head back over to the south side of the area. Now that the water level has risen, you can cross the floating dock path over to a treasure chest on the southern platform. Open the chest for a **swirlshell**.


Obtained a swirlshell.

You have what you need now, so return to the north platform with the puzzle switch to toggle it again and regain access to the Gimme Golem path. Now you can take the central path west to appease the Gimme Golem. Save your progress at the Save Crystal just beyond the golem, and prepare for a minor boss battle.

BOSS BATTLE: KUPIRATES, THEIR CAPTAIN, A SEA DRAGON, AND MORE

Lann
Huh? The pirates—did they just call *us* pirates?

Enter the pirate ship and approach the ship's wheel for an encounter with a band of kupirates.

These moogles-turned-pirates are water-based Mirages, so you can make quick work of them if you have access to thunder-based spells like Thunderbolt. Additionally, spells like Aeroga (accessible through the ahriman Mirage) can also wreak havoc on these moogles. Stacking water-resistant Mirages works as a great defensive measure here.

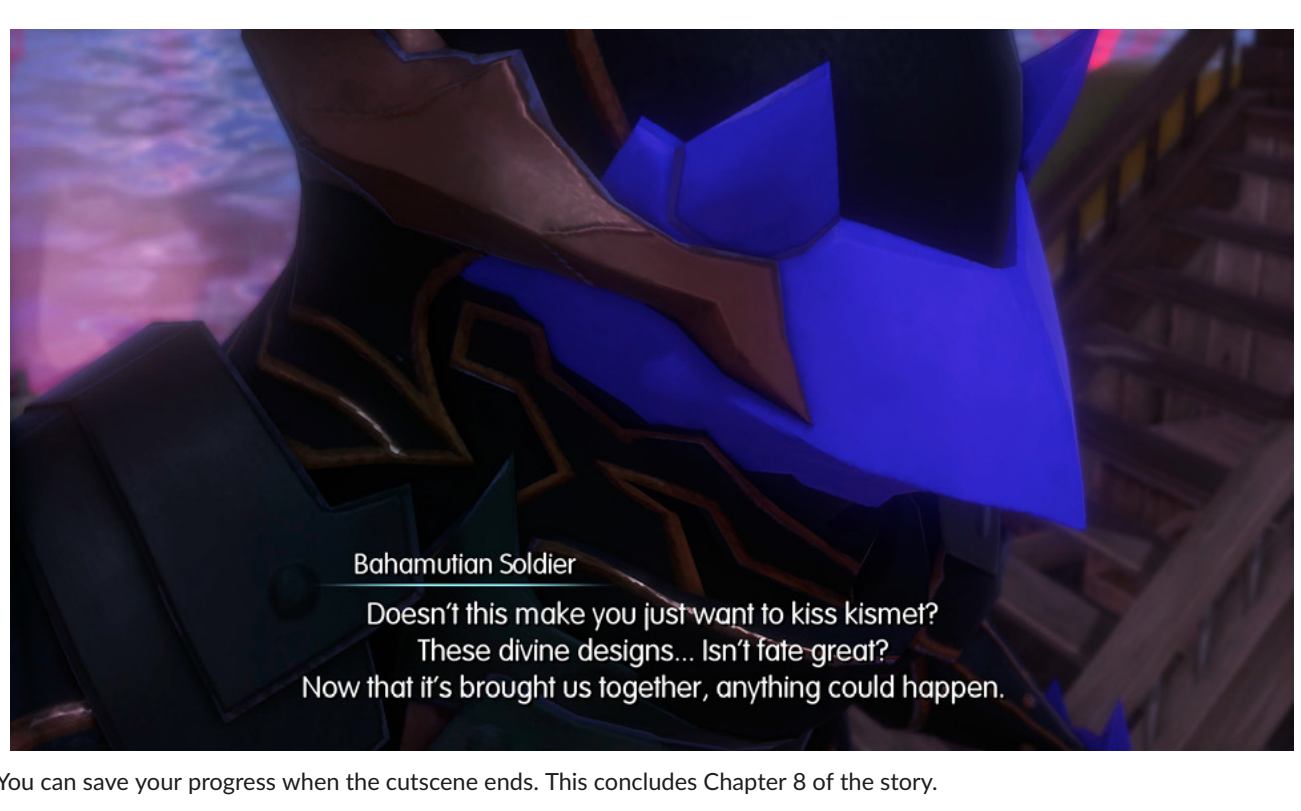
Aeroga
1209
11
1421
5

Weak
691
Weak
696
Weak
696
Weak
693
Weak
693
Weak
697
1209
11
1421
5

Once you've culled the kupirate herd, their captain shows up and attacks the party.

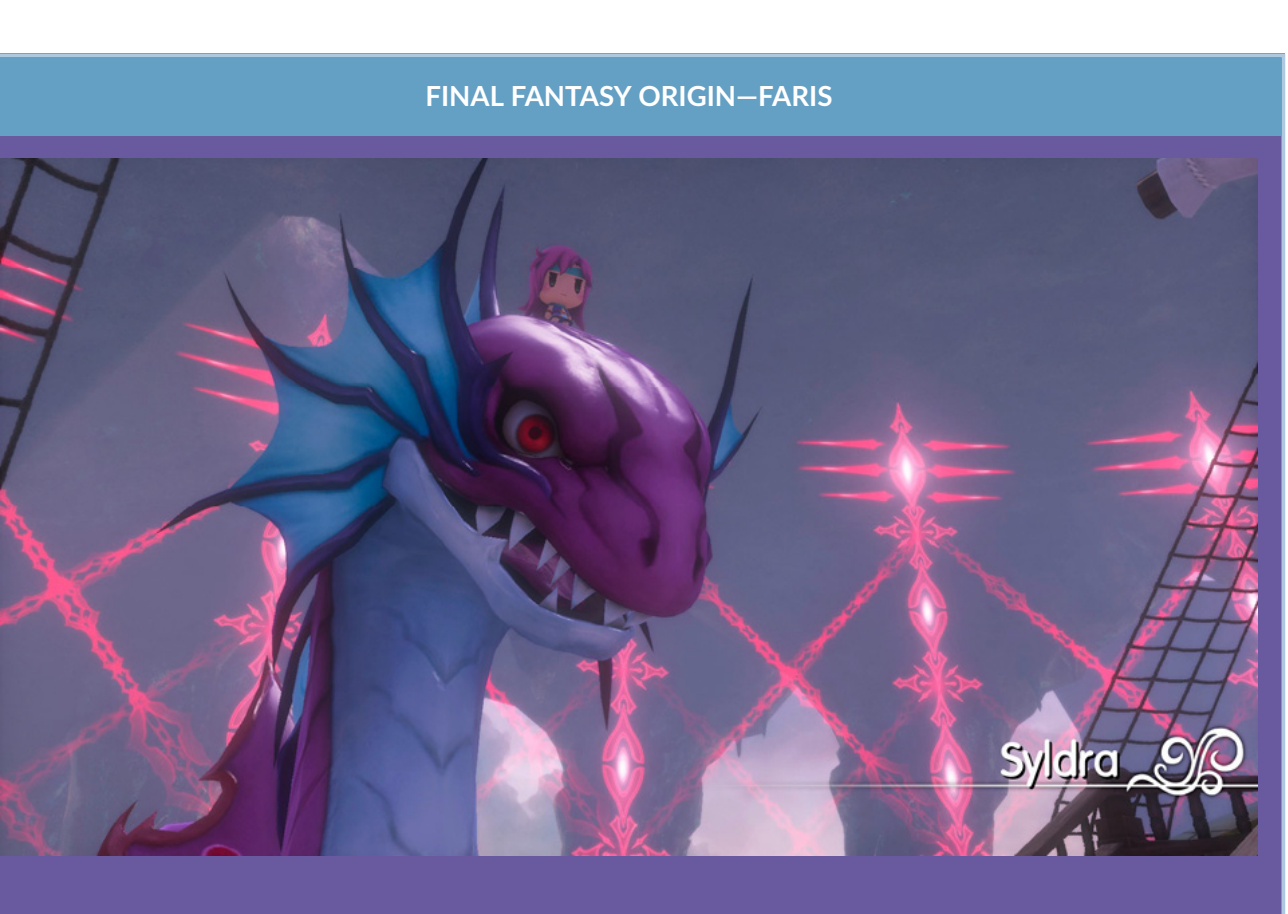
Faris and her sea dragon, Syldra, are too powerful for you, so your defeat is inevitable and unavoidable. Syldra repeatedly casts Thunderstorm until the party falls. The game isn't over, though, as a familiar enemy emerges. The Bahamutian soldier from Saronia has followed the twins, and as he asks several cryptic questions, he attacks the party and another boss battle begins.

This encounter is similar to the one back in Saronia. Most of the soldier's damage comes from physical attacks, and he's not weak to anything in particular, so you can simply use your strongest abilities. When he's low on health, the battle ends, and Faris finishes the job for you. Faris and the twins come to an understanding after Reynn and Lann apologize and explain the situation with the imposter thane. Faris decides to help the Mirage Keepers and cites another passage of the prophecy, which mentions the gathering of four keys. The first key lies in a valley of fire, south of the Low Seas...

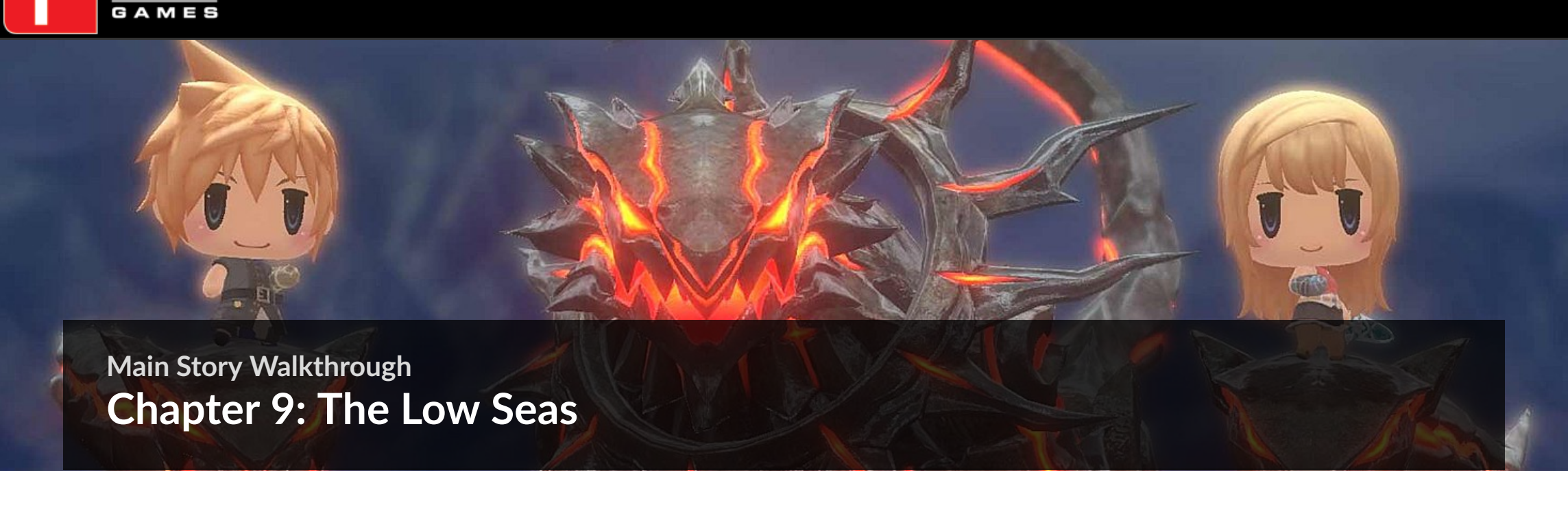

Bahamutian Soldier
Doesn't this make you just want to kiss kismet?
These divine designs... Isn't fate great?
Now that it's brought us together, anything could happen.

You can save your progress when the cutscene ends. This concludes Chapter 8 of the story.

FINAL FANTASY ORIGIN—FARIS



Faris Scherwiz is a pirate captain, originally from Final Fantasy V. Syldra the sea dragon rescued her during an incident out at sea, and they've been sister-like companions ever since. In FFV, the player's party meets Faris while attempting to steal her pirate ship, similar to Reynn and Lann's introduction with her



Main Story Walkthrough

Chapter 9: The Low Seas

Quistis
But I can also see they've got some growing up to do.
Do you think they'll survive the trip?

With another piece of the prophecy divulged, Reynn and Lann set out to find a set of four keys that are said to unlock a pathway to their ultimate destination: the Crystal Tower. The first key lies in the fire valleys in Babil, south of the Low Seas. Although Faris is unable to aid them with her ship, she knows of a contact from the League of S who might be able to help…

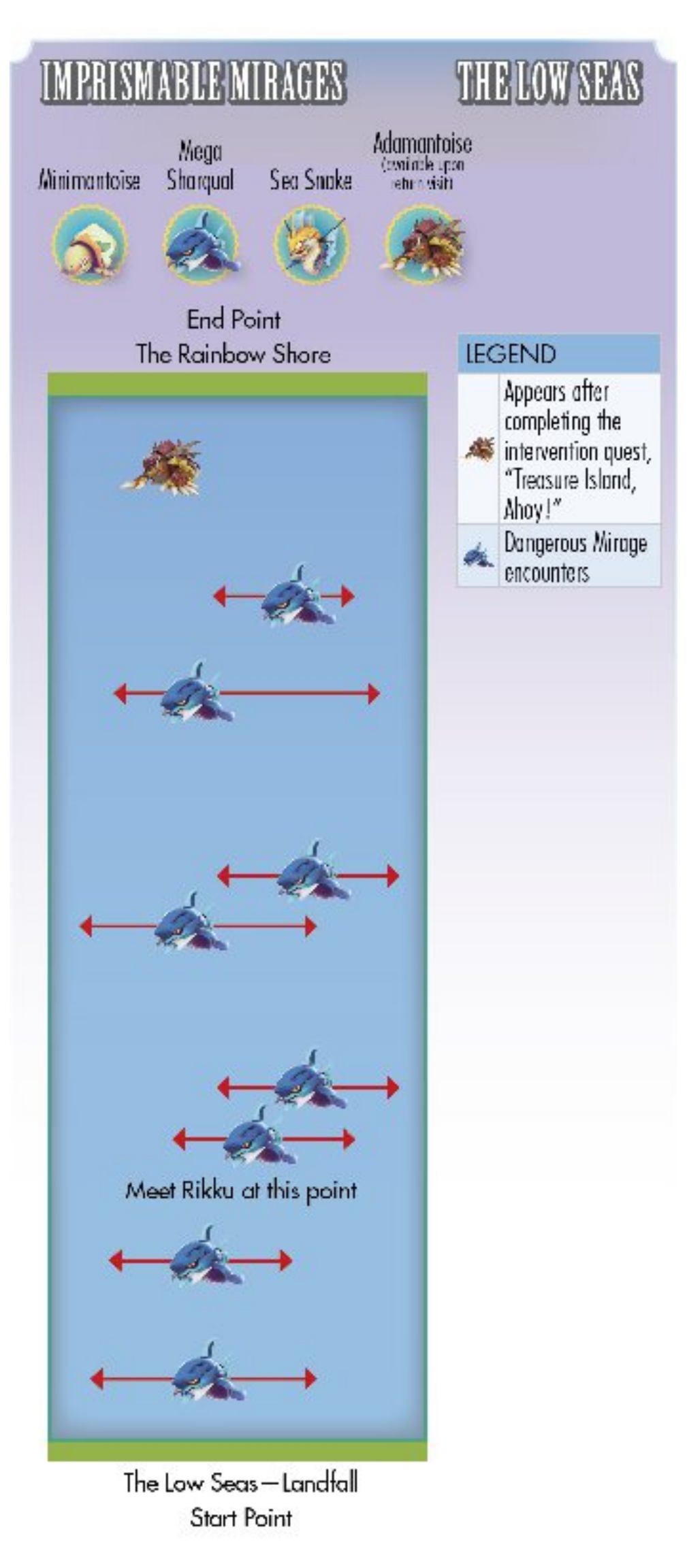
Action Checklist
1. (Optional) Visit the Chocolatte Mart and purchase battle items
2. (Optional) Earn 45,000 EXP and obtain Undead Princess ★ prismarium
3. Befriend the adamantoise
4. Enter the Rainbow Shore

CHOCOLATTE MART—NEW WARES

Items	Price
Hi-Potion	500
Gold Hourglass	300
Tranquilizer	200
Remedy	1000
Bomb Core	1000
Lightning Marble	1000
Solid Frigicite	1000
Dragon Scale	1000
Dragon Wing	1000
Earth Hammer	1000
Spider Silk	500
Banish Seed	6000
Drain Seed	30000
Sleep Seed	30000
Confuse Seed	30000

FINAL FANTASY ORIGIN—QUISTIS

Quistis Trepe is one of the main protagonists in Final Fantasy VIII. Although she doesn't wear the traditional blue mage attire, she specializes in blue magic, which enables the use of enemy abilities. The fastcraft that she offers to Reynn and Lann for their trip to the Low Seas bears a striking similarity to the SeeD Assault Boat from FFVIII.


IMPRISMABLE MIRAGES
THE LOW SEAS
Minimantoise
Mega Sharqual
Sea Snake
Adamantoise
End Point
The Rainbow Shore
LEGEND
Appears after completing the intervention quest, "Treasure Island, Ahoy!"
Dangerous Mirage encounters
Meet Rikku at this point
The Low Seas—Landfall
Start Point

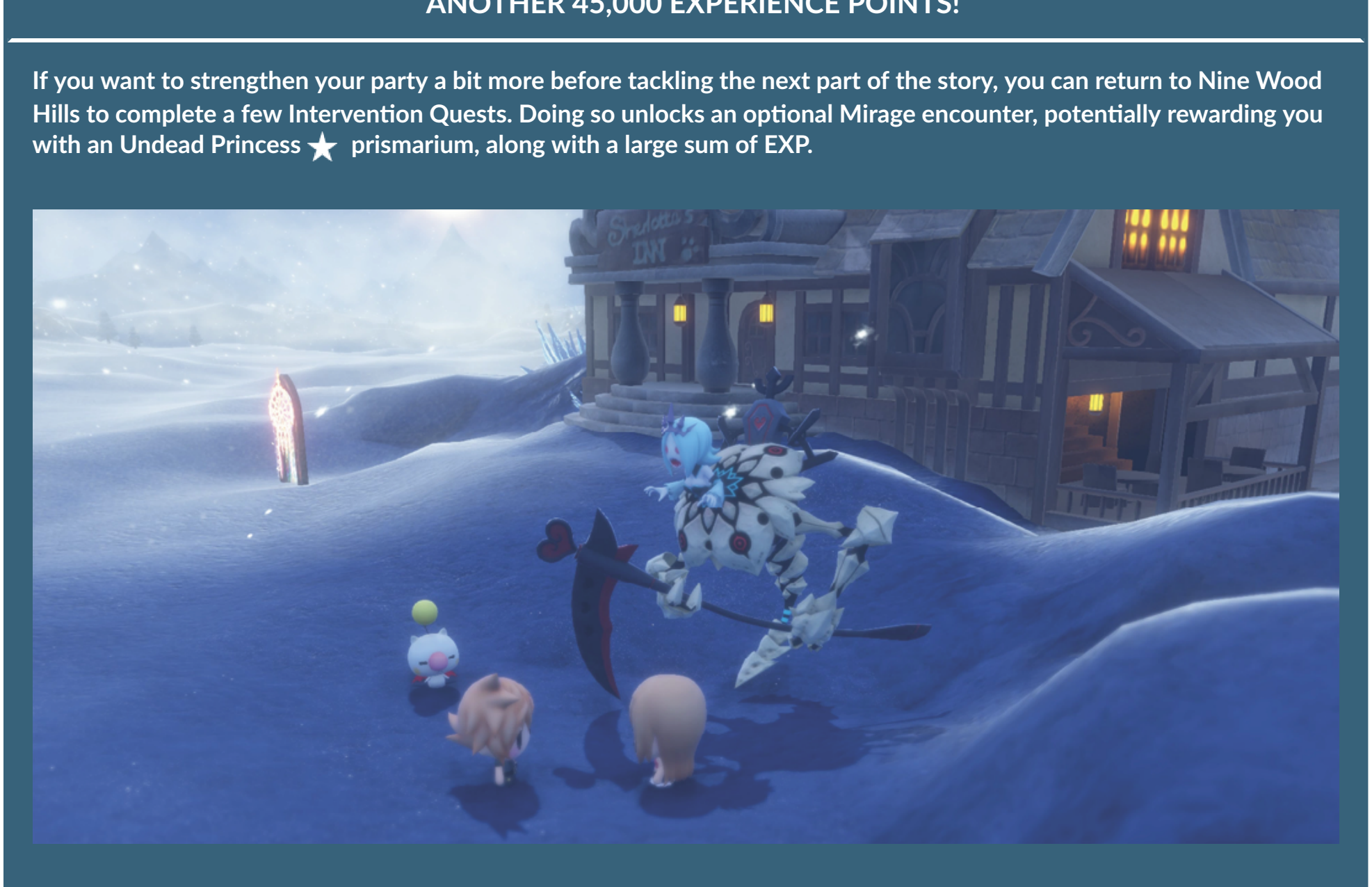
LITERALLY LOW SEAS

The chapter begins with an introduction to Quistis, a League of S member who's conveniently present here on Faris's boat. She offers to help the twins with a special fastcraft that's capable of transporting them to the Low Seas.

After the cutscene, you can take the Gate back to Nine Wood Hills for a breather and to complete optional tasks (such as Intervention Quests and Mirage collecting). The Chocolatte Mart has also been updated with new inventory, including stronger elemental bombs and a wider selection of ability seeds.

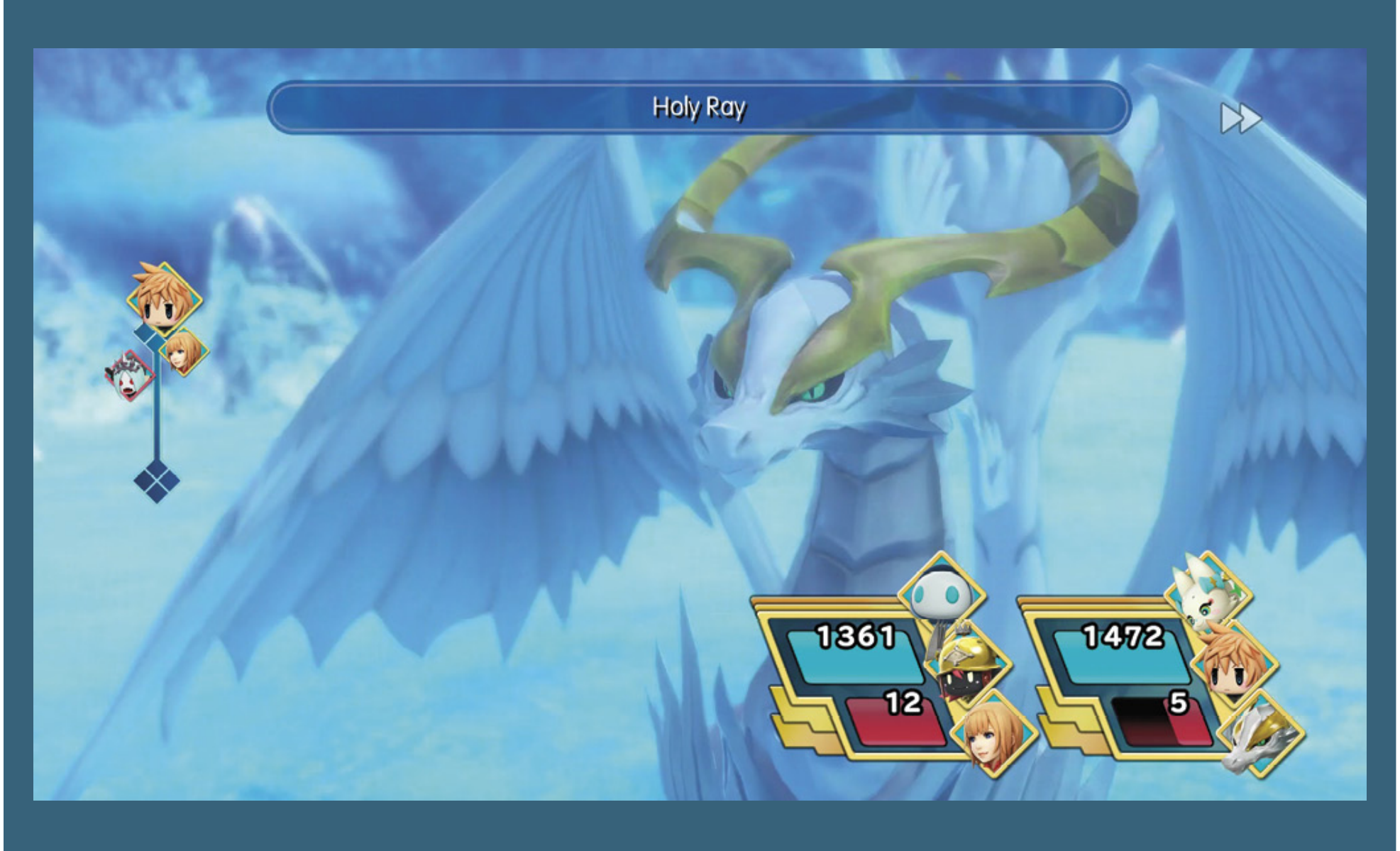
ANOTHER 45,000 EXPERIENCE POINTS!

If you want to strengthen your party a bit more before tackling the next part of the story, you can return to Nine Wood Hills to complete a few Intervention Quests. Doing so unlocks an optional Mirage encounter, potentially rewarding you with an Undead Princess ★ prismarium, along with a large sum of EXP.

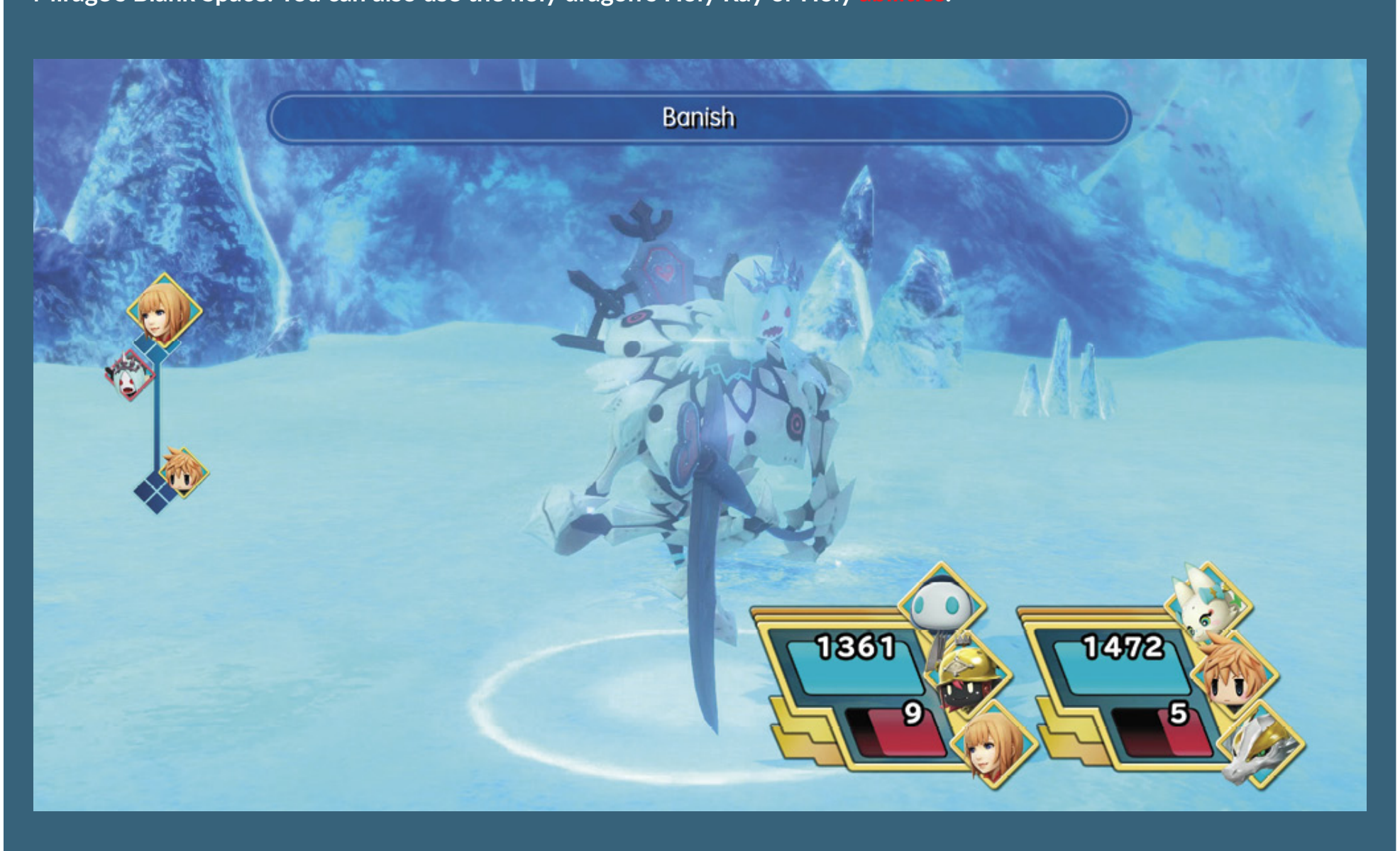


First, complete the Never Cross the Boss and A Grudge That Won't Budge Intervention Quests. Refer to the Intervention Quests at the Girl's Tearoom chapter of this guide for enemy details on these quests.

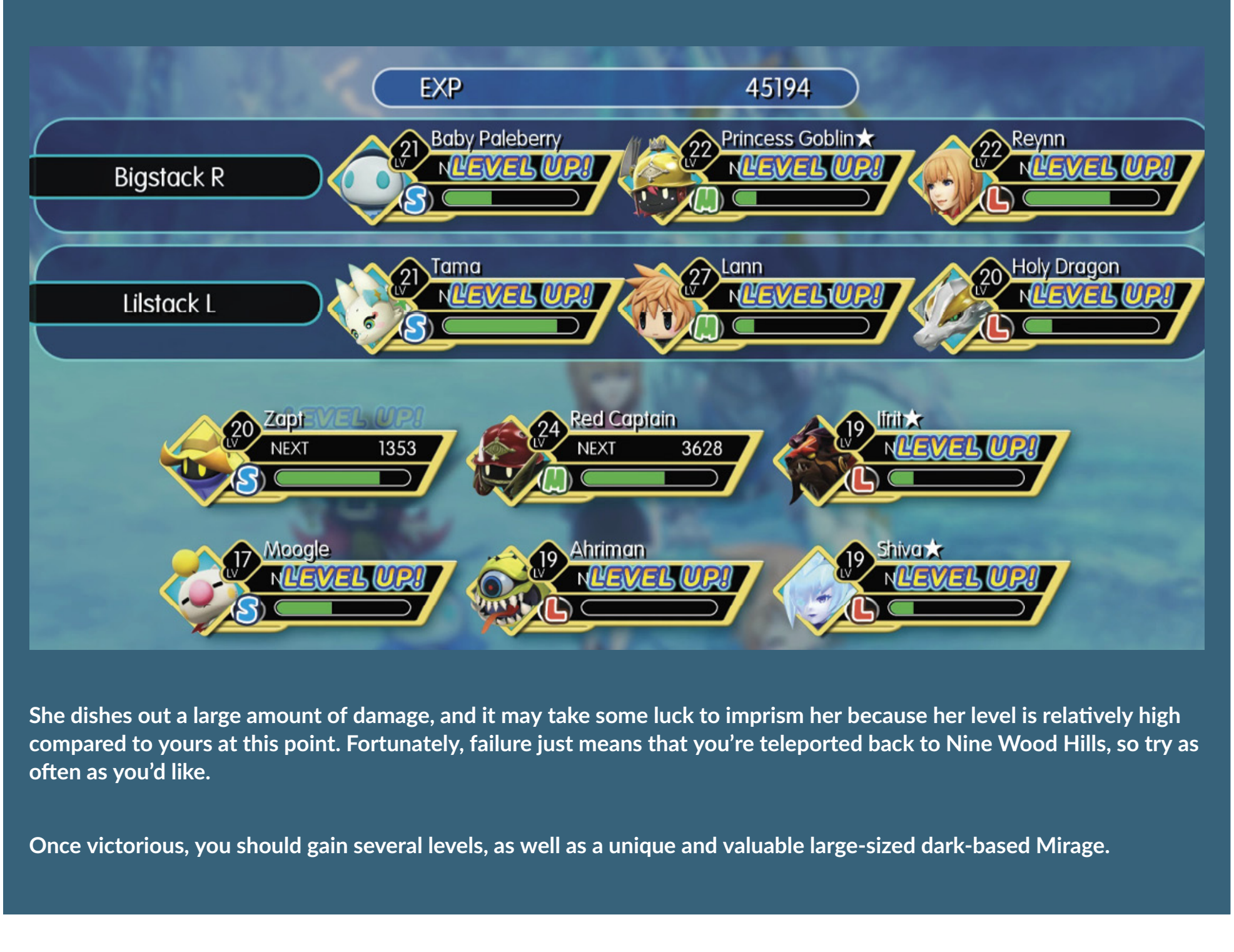
When these quests involving Refia, Sherlotta, and the Undead Princess ★ are complete, you can travel through a Gate to the Ice Region and challenge the Undead Princess ★ to a battle.


Holy Ray
1361
12
1472
5

She's an extremely tough enemy compared to the Intervention Quest version, so your best bet is to imprism her. You need light-based abilities to trigger her prismtunity, and the most accessible light-based spell at this point is Banish, accessed through a baby paleberry Mirage. Otherwise, you can purchase a Banish seed from Chocolatte and slot it into a Mirage's Blank Space. You can also use the holy dragon's Holy Ray or Holy abilities.


Banish
1361
9
1472
5

Once you've set up your stacks accordingly, agree to fight the Undead Princess ★ , and then cast Banish (and/or Holy, if you have access to it) on her repeatedly. After about two or three prismtunity triggers, try to imprism her. You can make this encounter slightly more manageable by unstacking, since the Undead Princess does not have access to ALL-targeting abilities. She still hits like a truck, so be ready to raise your knocked out allies!


EXP 45194
Bigstack R
Baby Paleberry 21 LEVEL UP!
Princess Goblin★ 22 LEVEL UP!
Reynn 22 LEVEL UP!
Lilstack L
Tama 21 LEVEL UP!
Lann 27 LEVEL UP!
Holy Dragon 20 LEVEL UP!
Zap! 20 NEXT 1353
Red Captain 24 NEXT 3628
Ifrit★ 19 LEVEL UP!
Moogle 17 LEVEL UP!
Ahriman 19 LEVEL UP!
Shiva★ 19 LEVEL UP!

She dishes out a large amount of damage, and it may take some luck to imprism her because her level is relatively high compared to yours at this point. Fortunately, failure just means that you're teleported back to Nine Wood Hills, so try as often as you'd like.

Once victorious, you should gain several levels, as well as a unique and valuable large-sized dark-based Mirage.

When you're ready, talk to Quistis on Faris's ship to progress the main story. She escorts the twins to a unique vessel and wishes them luck, but not without an ominous farewell…

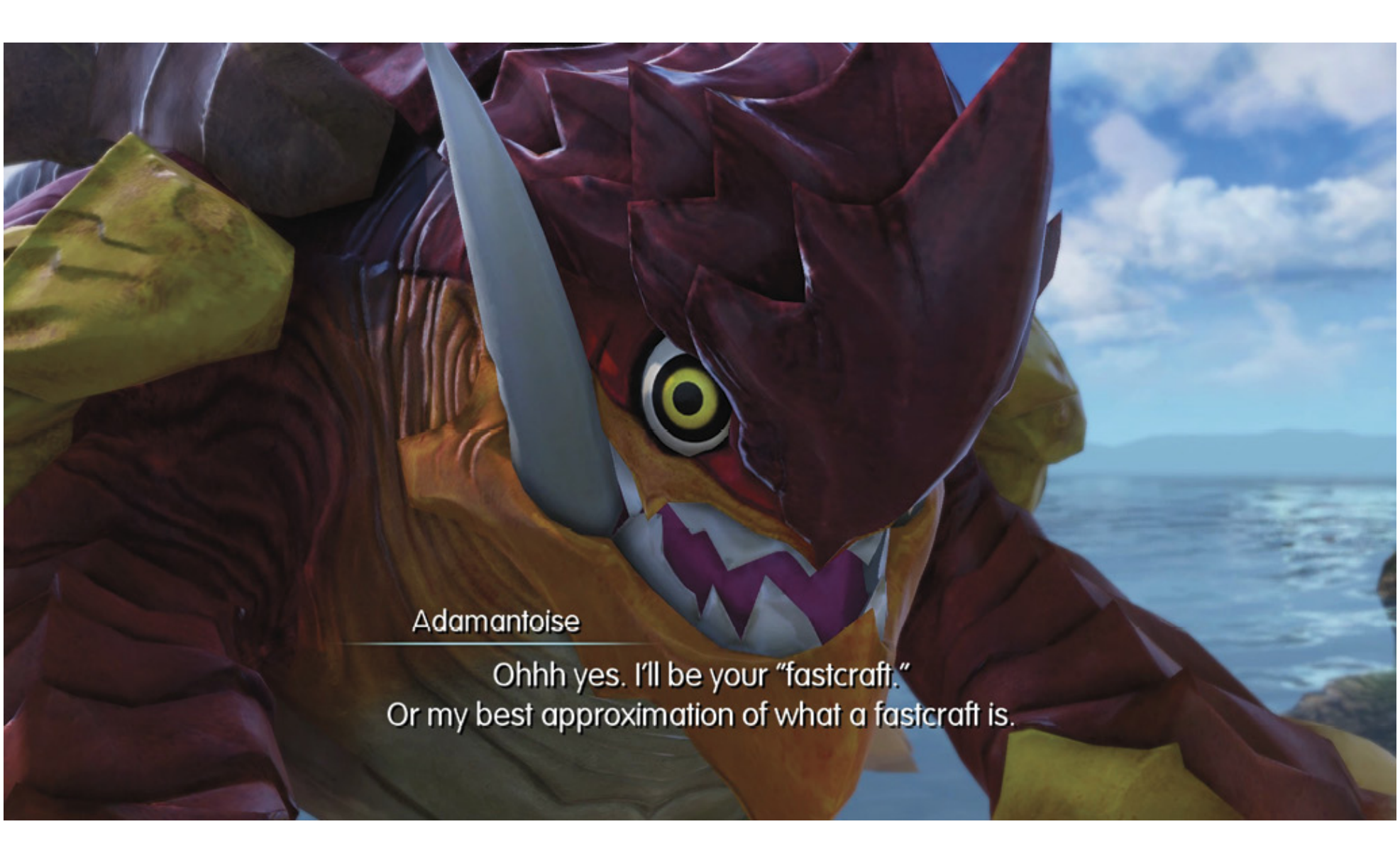
Quistis
Bye now! Don't come back and haunt me!

The twins set sail toward the Low Seas. They soon discover why Quistis and Faris seemed so gloomy in their prospects of the quest as the fastcraft propels off of a waterfall.

Reynn
They are literally straight DOOOWN!!

After the cutscene, you end up on a small island (Low Seas—Landfall). In the foreground, it looks like a couple of sea snakes are bullying a minimantoise. Be a hero and defend the baby Mirage from its attackers!

Defeat the pair of sea snakes (you can imprism one with water-based abilities) to trigger a cutscene. A surprisingly eloquent adamantoise thanks the twins for saving the minimantoise and offers to be their ferry across the Low Seas.


Adamantoise
Ohhh yes. I'll be your "fastcraft."
Or my best approximation of what a fastcraft is.

Speak to the adamantoise to board him. Your destination here is straight ahead. However, the path is infested by mega sharquals swimming back and forth. Making contact with a mega sharqual triggers an extremely difficult encounter, so it's imperative that you avoid these aquatic battles at this point in the game. You can return later when you're much stronger to imprism or farm experience points through the forced battles here.

The party has fallen...

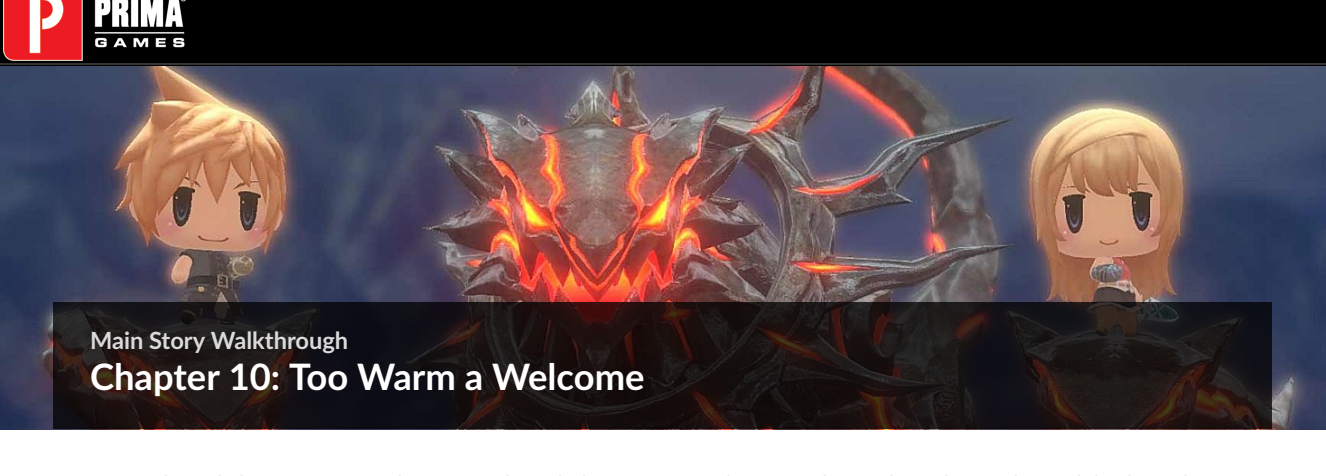
Weave your way across the ocean while avoiding the dangerous sea monsters. Around halfway to your destination, a cutscene triggers where you're introduced to Rikku, who happened to be treasure hunting in the area until she lost her boat to a powerful Mirage. The twins welcome her aboard the adamantoise. In return, she directs them to Babil.

Keep swimming straight ahead, and avoid the pairs of mega sharquals crisscrossing the path. Wait patiently until they pass before making a break to the other side. Enter the Rainbow Shore to continue to the next story chapter.

The Rainbow Shore
Enter

FINAL FANTASY ORIGIN—RIKKU

Rikku is a main playable character from Final Fantasy X and Final Fantasy X-2. During her childhood, an incident with the Thunder spell caused her to develop astraphobia, the fear of thunder and lightning. In the FFX universe, she is one of the guardians in Yuna's pilgrimage. In FFX-2, she recruits Yuna into the Gullwings, a sphere hunting group.



Main Story Walkthrough

Chapter 10: Too Warm a Welcome

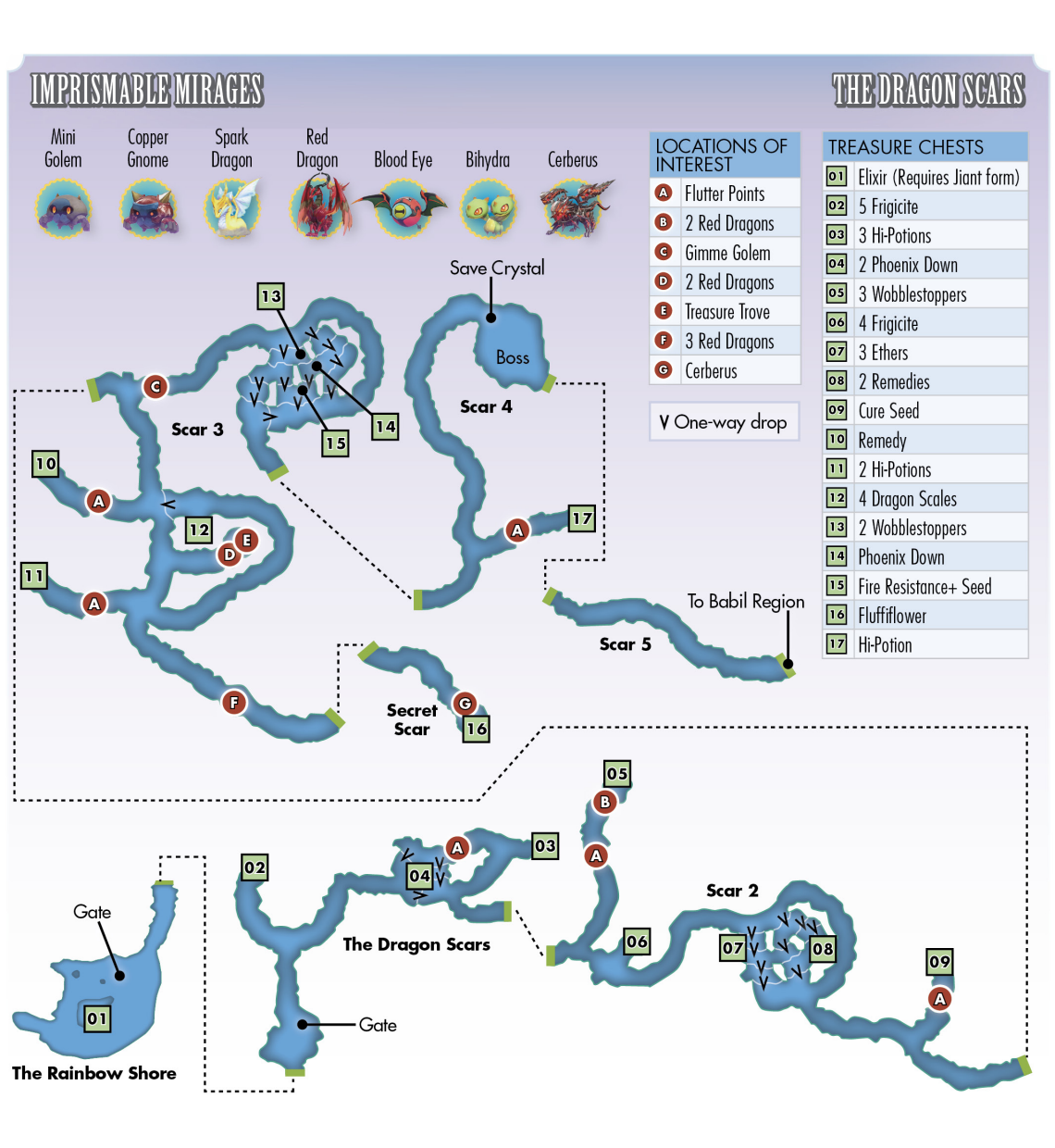
As prophesied, the twins survive the journey through the Low Seas and arrive at the Rainbow Shore unharmed thanks to their new friends, Rikku and adamantoise. The next task for the Mirage Keepers is to find a nearby town. However, a strenuous trek through the blistering mountains known as the Dragon Scars awaits.

The Rainbow Shore

Action Checklist
1. Enter the Dragon Scars from the Rainbow Shore
2. (Optional) Imprism fire-based Mirages
3. Climb The Dragon Scars and enter Nibelheim

NEW INTERVENTION QUESTS

- Underdog Day
- A Duo of Three
- Treasure Island, Ahoy!
- I Hate Lightning!



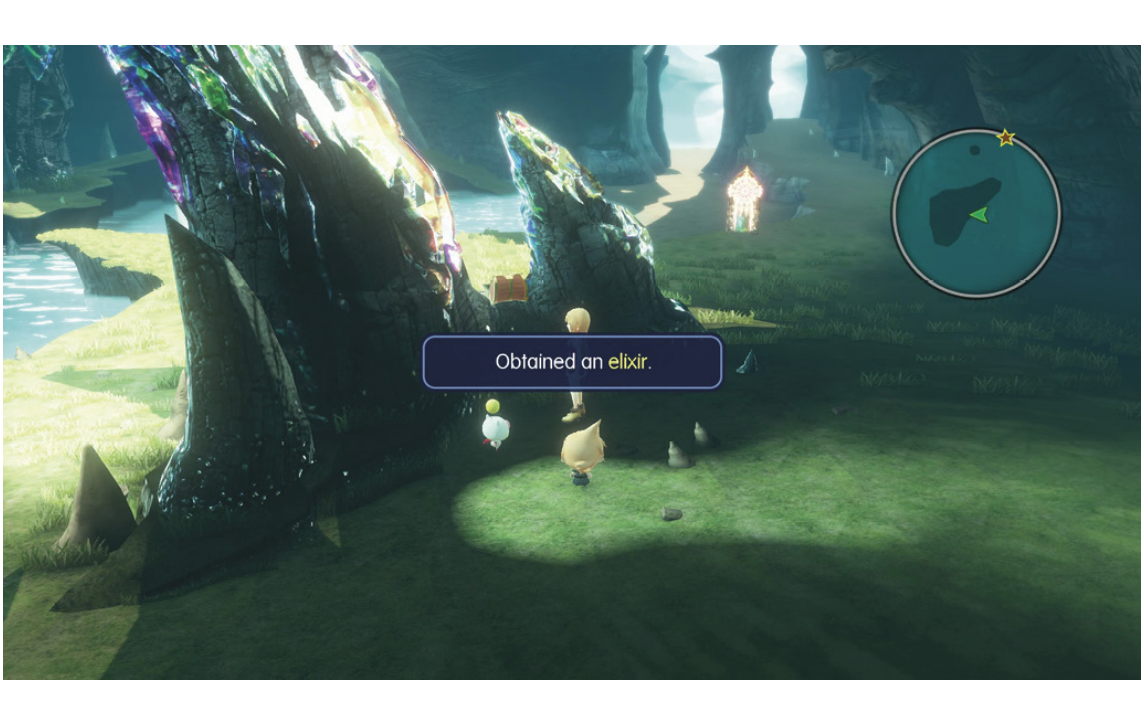
LOCATIONS OF INTEREST	
A	Flutter Points
B	2 Red Dragons
C	Gimme Golem
D	2 Red Dragons
E	Treasure Trove
F	3 Red Dragons
G	Cerberus

TREASURE CHESTS	
01	Elixir (Requires Jiant form)
02	5 Frigicite
03	3 Hi-Potions
04	2 Phoenix Down
05	3 Wobblestoppers
06	4 Frigicite
07	3 Ethers
08	2 Remedies
09	Cure Seed
10	Remedy
11	2 Hi-Potions
12	4 Dragon Scales
13	2 Wobblestoppers
14	Phoenix Down
15	Fire Resistance+ Seed
16	Fluffiflower
17	Hi-Potion

HERE, THERE BE DRAGONS

If you haven't returned to Nine Wood Hills to visit Chocolatte, you should do so now through the Gate here. If you have enough funds, purchase a couple of solid frigicite, bomb fragments, and electro marbles. Alternatively, you can prepare your Mirage loadout with the appropriate elementals (fire, ice, and thunder). They're not required, but they do make one of the encounters in the next dungeon much easier. Additionally, several new Intervention Quests involving Rikku and adamantoise are available in the Girl's Tearoom if you want to take a break to complete optional quests.

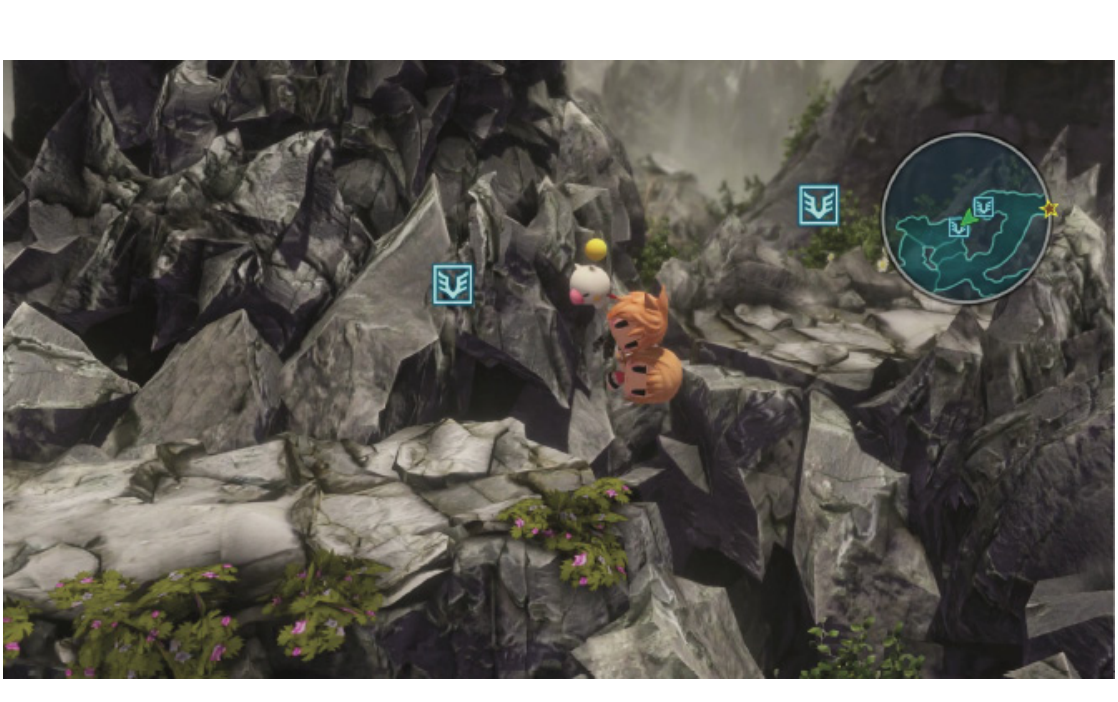
While you have access to your Prism Case, make sure to bring along a moogle or floating eye in order to loot all of the chests stored around the hard-to-reach places of the Dragon Scars. When you're ready, return to the Rainbow Shore. In the middle of the area on a rock formation lies a treasure chest containing an **elixir**. You can reach it if your party leader is in Jiant form.

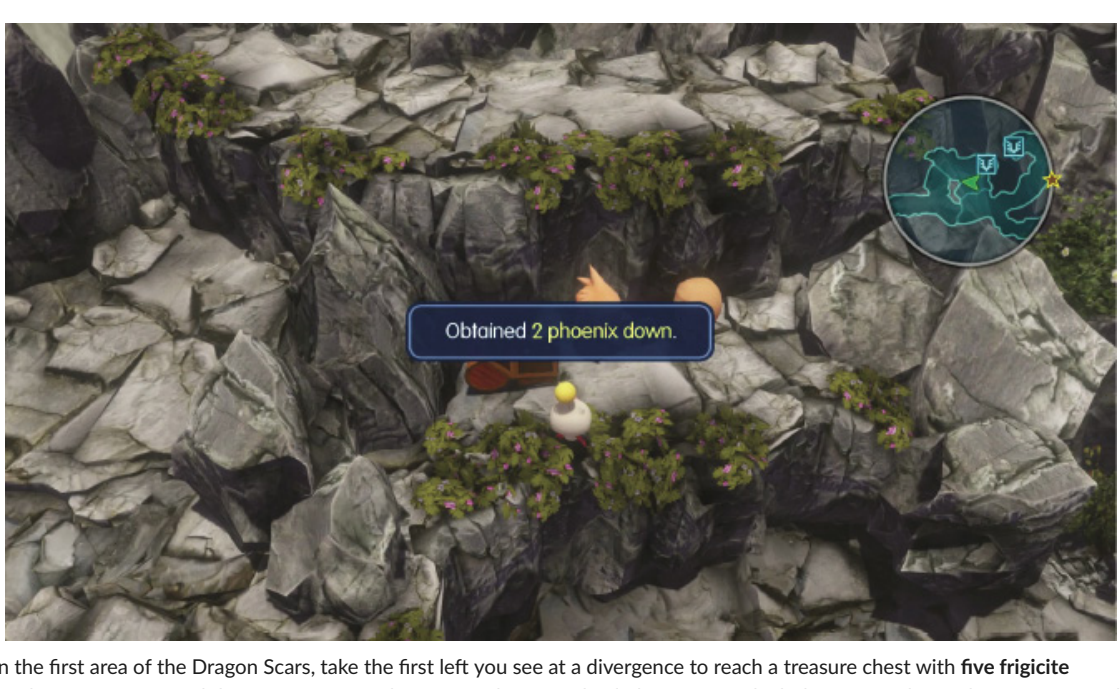

Obtained an elixir.

There's nothing else to do here, so head to the northeast exit beyond the Gate to enter your next dungeon, the Dragon Scars.

The Dragon Scars

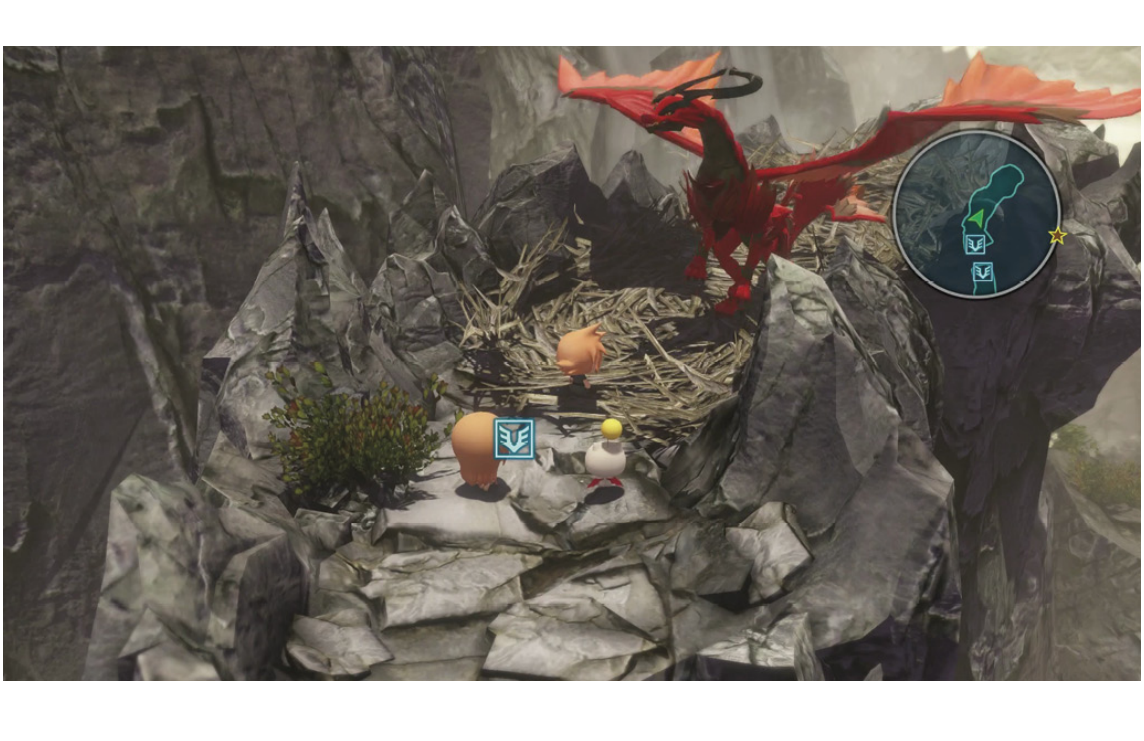
As you might've guessed, the enemies here are fire-based, so set up your stacks accordingly. Unlock the Blizzara spell by including at least two Mirages or characters with Blizzard in your stack. Water is effective here, too. Make sure to imprism fire-resistant Mirages here like the bloody eye and red dragon (especially if you don't have access to Ifrit yet). Adding these Mirages to your stacks greatly increases your fire resistance, and consequently, your survivability against many of the foes encountered here.




Obtained 2 phoenix down.

In the first area of the Dragon Scars, take the first left you see at a divergence to reach a treasure chest with **five frigicite** inside. Continue toward the east section of the area until you reach a ledge you can climb down. Hop down, then wrap around east and up to the north to an elevated area. Farther northeast is a treasure chest. Open it and pick up **three hi-potions**. From there, go west and fly over the Flutter point (hopefully you have moogle or a floating eye with you). Near the southeast of this upper ledge, drop down to a middle ledge below to open another chest with **two phoenix down** inside.

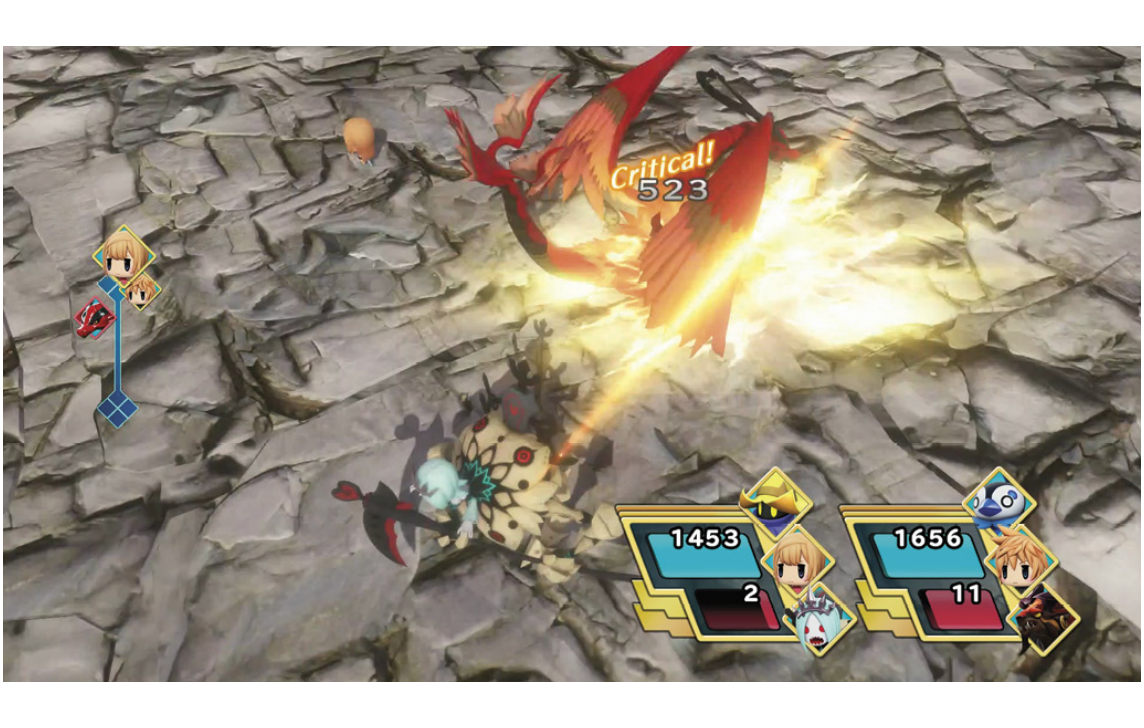
Now, drop down and enter the next area through the eastern exit. Here, Tama gives the twins some advice on exploiting elemental resistances. Take the left path (going north) to get to another Flutter point. Fly over to land on a ledge with a large red dragon roosting on a nest in front of a treasure chest. Now is a good time to heal up and prepare to imprism one of these large-sized Mirages. One of your stacks should have a high critical hit-chance ability (like Cross Slash).



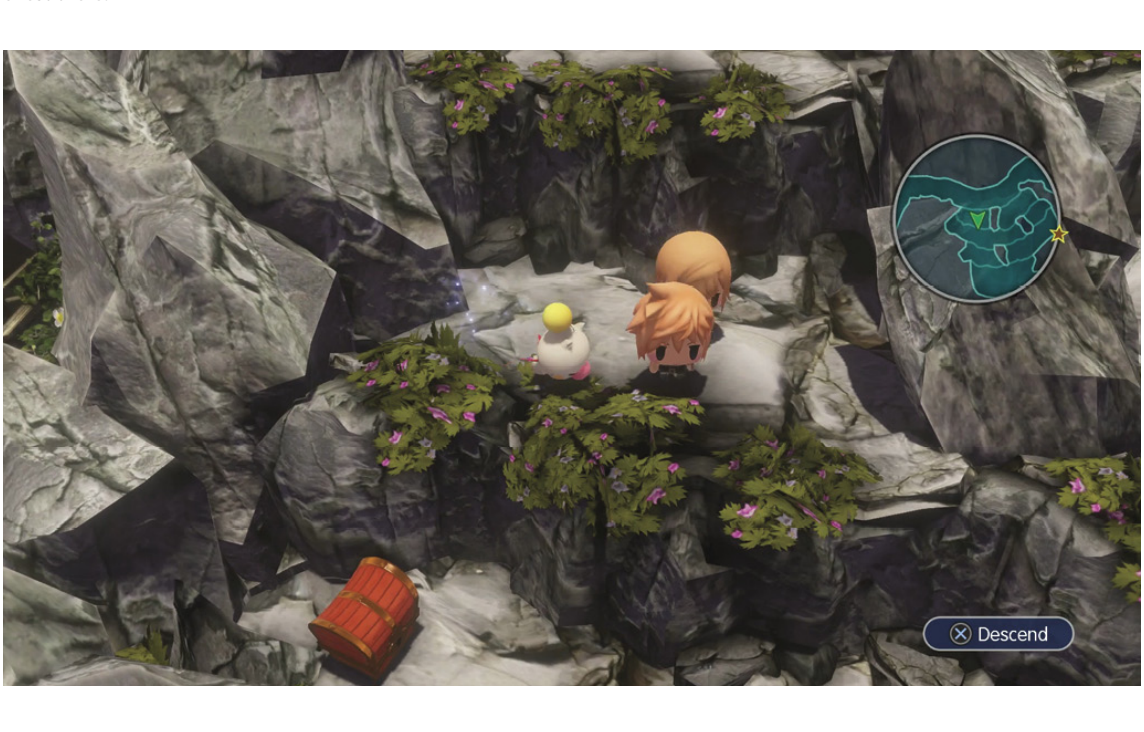
As you might have guessed, these dragons are fond of casting fire-based spells, so mind your resistances!

Weak
103
Resist
54
1365
4
1656
7

To imprism one of the dragons, trigger its prismtunity by scoring a successful critical hit. Cross Slash works well here. Slay the other dragon normally (they're weak to water and ice attacks).

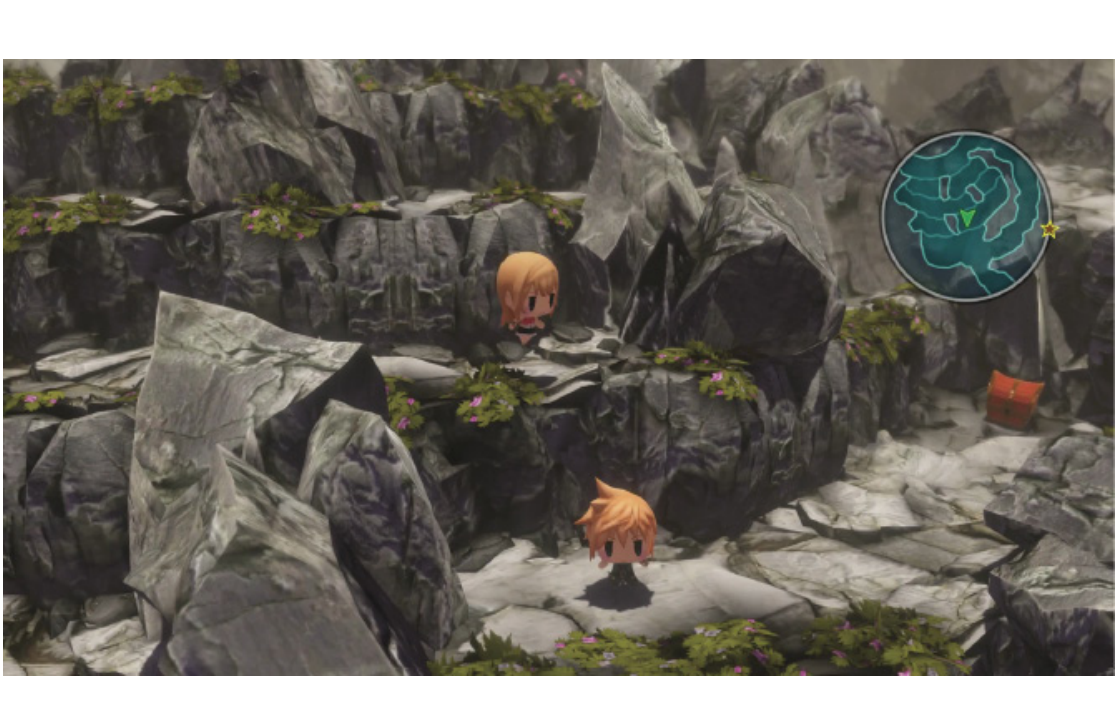


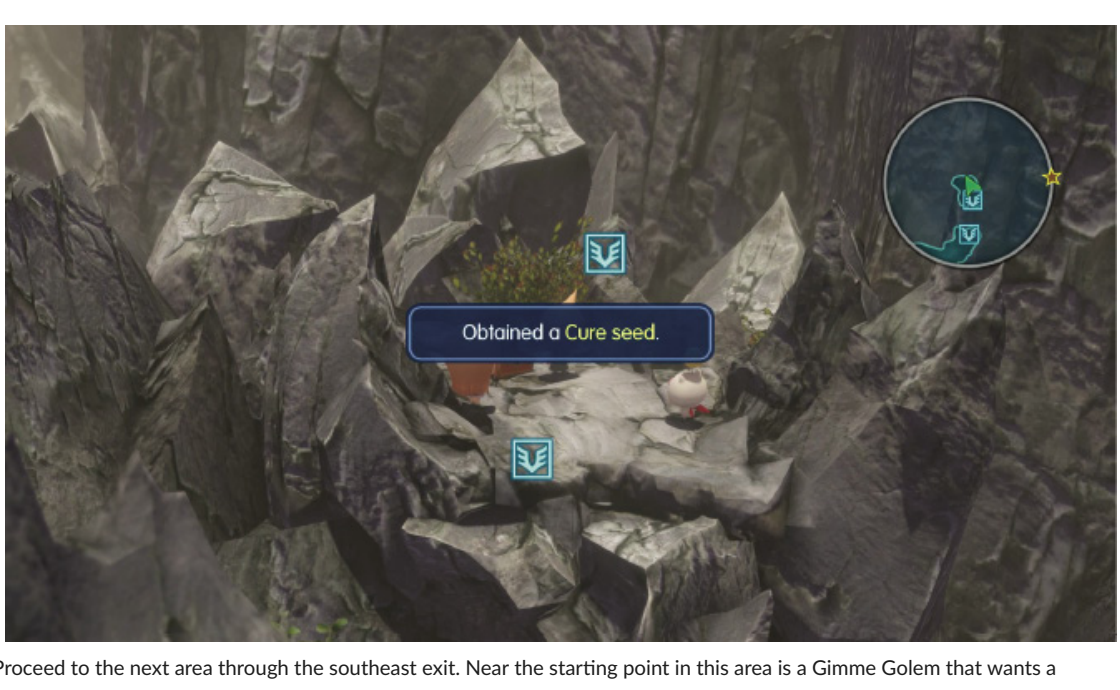
Then, open the chest on the dragon's nest to obtain **three wobblestoppers**. Fly back to your starting point here, and take the east path instead. Along the way, enter the small cove to the north and pick up **four frigicite** in the treasure chest. Continue east up the mountain until you reach an area of layered cliffs. There are two treasure chests here, accessed by dropping down at certain points of the cliffs. You can get both in one pass, but if you need to, you can walk up the ramp to the east to try again. From the highest ledge, drop down to the left side, then drop down one more time to pick up **three ethers** from the chest there.



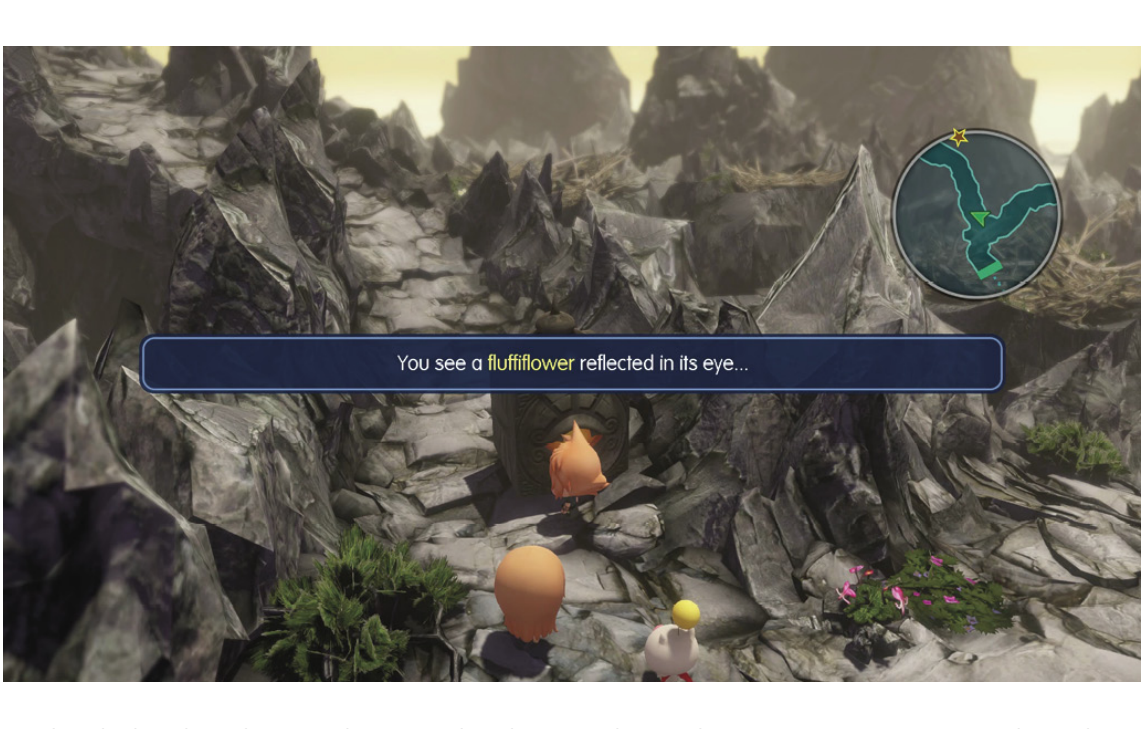
At the opposite end of this ledge, descend once to access the other treasure chest, containing **two remedies**. If you miss one, just climb back up the ramp and try again.

From the cliffs, take the southeast path and continue east until you get to another Flutter point. Fly over and pick up the **Cure seed** from the chest on the platform.

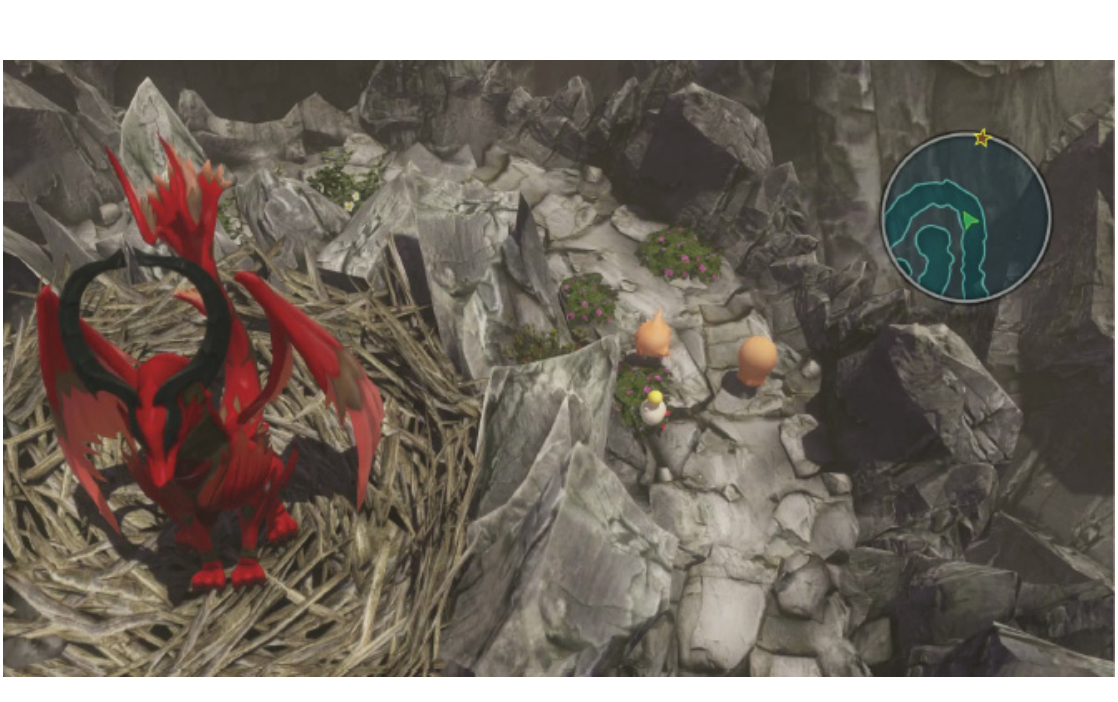


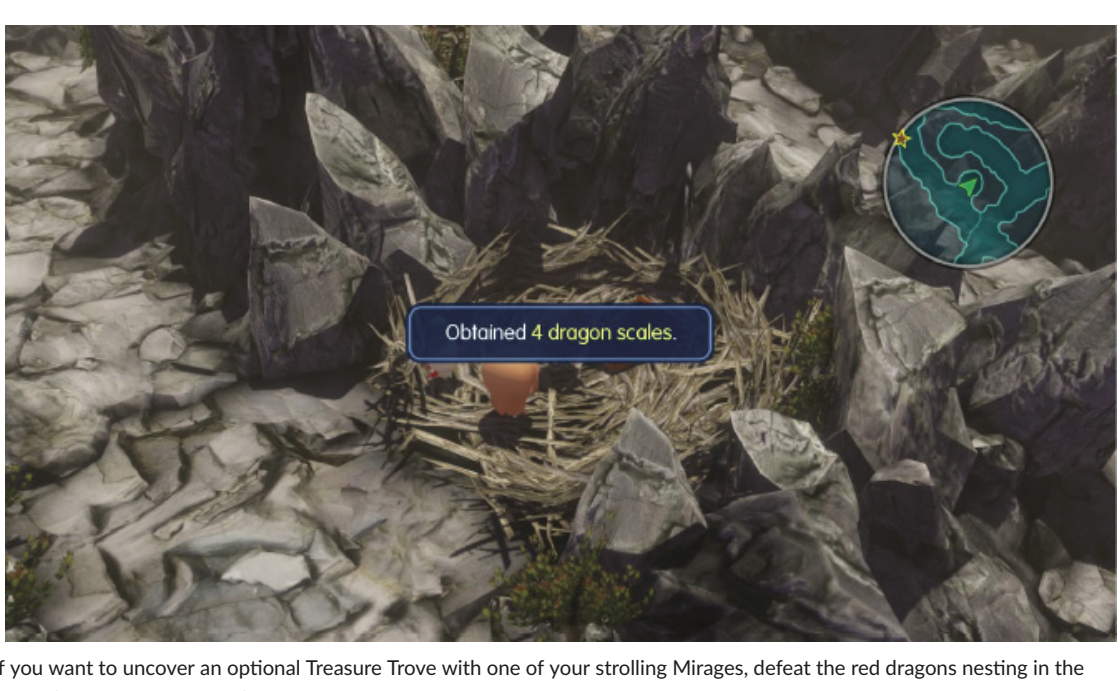

Obtained a Cure seed.

Proceed to the next area through the southeast exit. Near the starting point in this area is a Gimme Golem that wants a fluffiflower, which obviously means there's one around here somewhere.

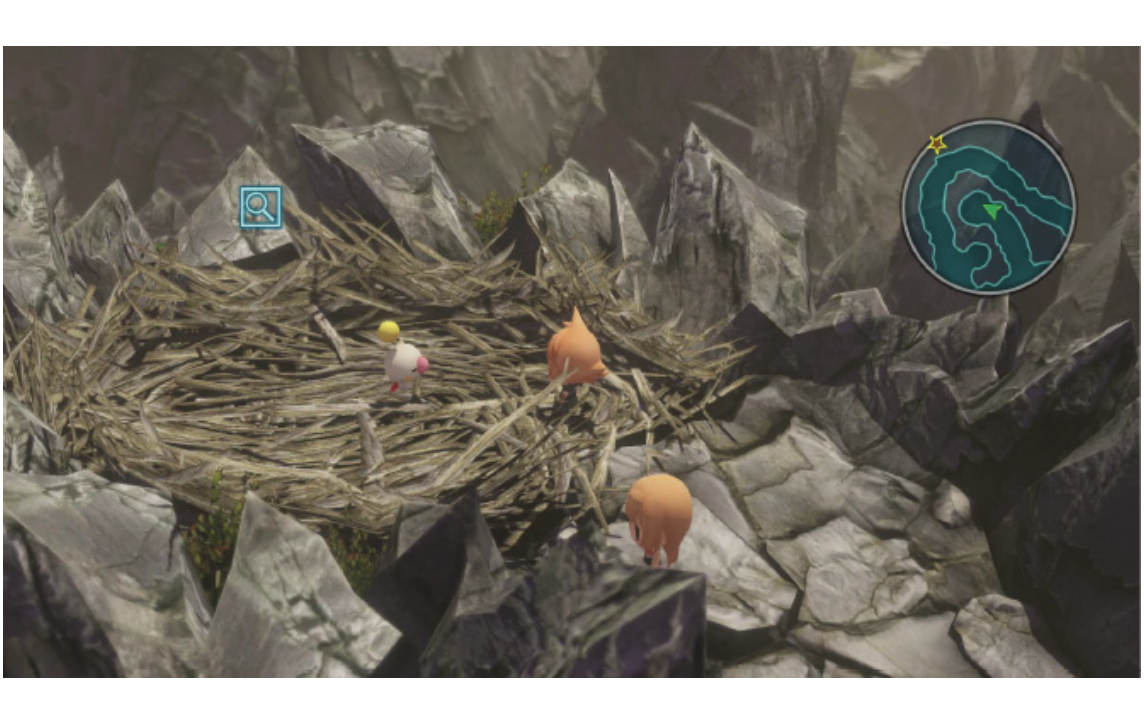

You see a fluffiflower reflected in its eye...

Travel south; along this path are two Flutter points branching off to the west that you can fly across for treasure chests. The first chest contains a **remedy**, and the second contains **two hi-potions**. Next, take the path east that wraps around a red dragon's nest. In a nook here, there's a chest with **four dragon scales**. Pick them up, then jump down the ledge just to the west of the chest.




Obtained 4 dragon scales.

If you want to uncover an optional Treasure Trove with one of your strolling Mirages, defeat the red dragons nesting in the center here to get it out of the way.

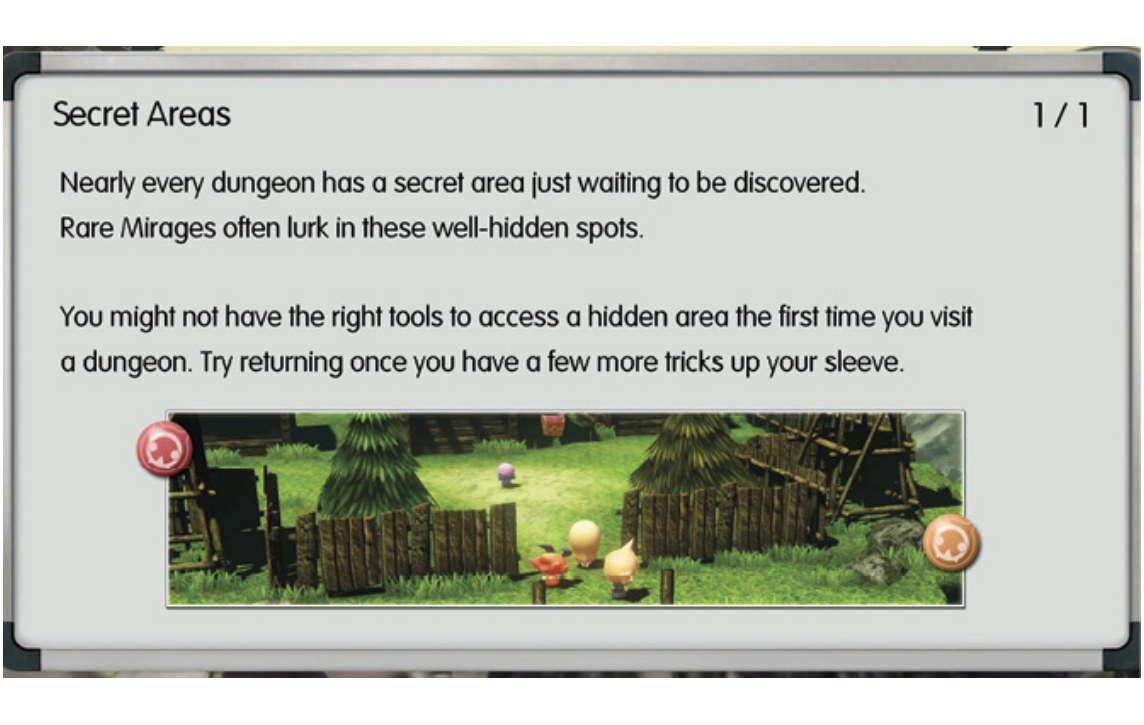


Now, head south through the path you haven't been down yet. There's yet another red dragon encounter to get past, except this one consists of three red dragons instead of two. Fortunately, you've had enough experience slaying them, and by now, you've collected several frigicite.

Take them down one by one with your ice- and water-based attacks. Alternatively, you can use frigicite and solid frigicite items to quickly dispose of the fire-based Mirages.

Blizzard
Red Dragon
Red Dragon
Red Dragon
SINGLE: Inflict magical ice damage
Back

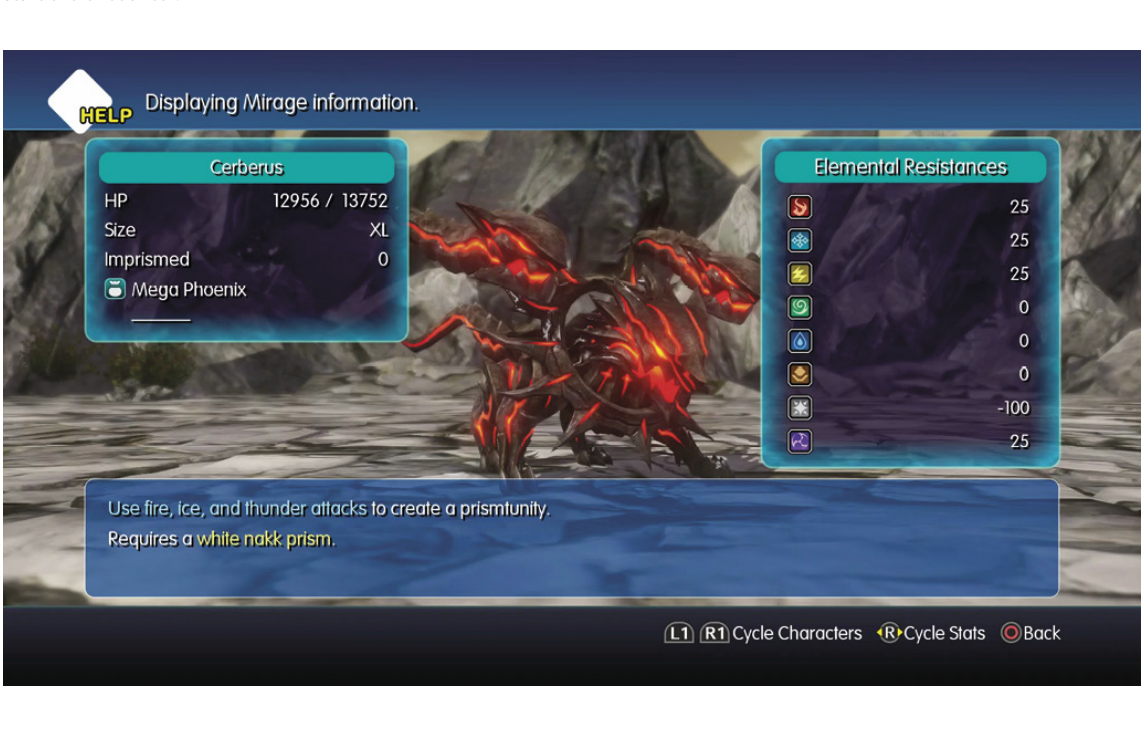
Defeating this group of red dragons unlocks a secret area (a non-optional one for this particular dungeon). Entering the secret area presents a relevant tutorial. Most dungeons have an optional area accessed either by having the appropriate support ability unlocked or solving a puzzle. These areas house unique imprismable Mirages that drop special mementos, as well.


Secret Areas 1/1

Nearly every dungeon has a secret area just waiting to be discovered.
Rare Mirages often lurk in these well-hidden spots.

You might not have the right tools to access a hidden area the first time you visit a dungeon. Try returning once you have a few more tricks up your sleeve.

In this secret area, you must defeat a cerberus in order to retrieve the fluffiflower needed to progress. It's highly recommended that you imprism this Mirage rather than defeat it conventionally, especially considering its high HP pool. Prepare your stacks so that your party has access to each of the following types of spells: thunder, ice, and fire. Alternatively, you can use the elemental bombs like frigicite, bomb core, and electro marble. When you're ready and healed up, approach the cerberus to start the encounter.



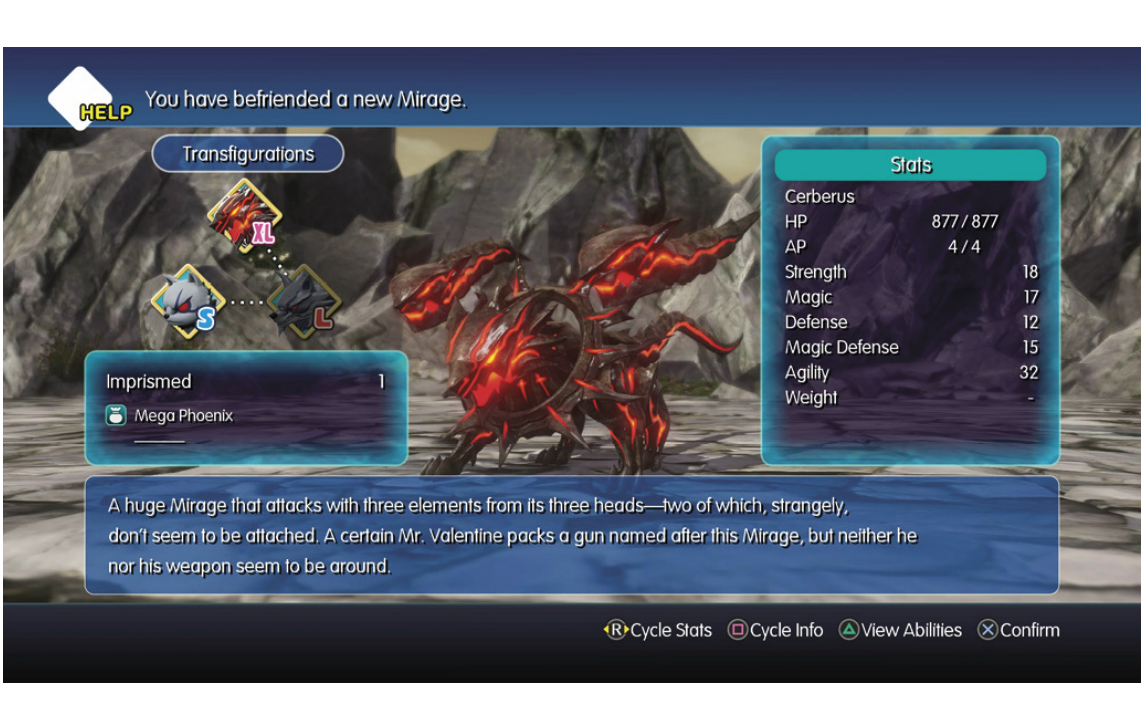
Cerberus
HP 12956 / 13752
Size XL
Imprismed 0
Mega Phoenix

Elemental Resistances
25
25
25
0
0
0
-100
25

Use fire, ice, and thunder attacks to create a prismtunity.
Requires a white nakk prism.

Casting Libra on the Mirage shows that it's strong against fire, ice, and thunder. However, its prismtunity involves using attacks based on those three elements. It's a good thing you're prepared.

Hit the cerberus with one of each element until it's imprismable. You should inflict its prismtunity at least twice (which means casting at least six spells on it) to ensure you can imprism it. In between spells, you may have to heal your party up with Cure spells or hi-potions, considering its attacks deal a considerable amount of damage. Refia's Champion Medal is also useful here in a pinch. Successfully imprisming it ends the encounter, rewarding you with a **cerberus prismarium**, a **cerberus memento**, and the **fluffiflower** (in the treasure chest revealed behind cerberus).



Imprismed 1
Mega Phoenix

Cerberus
HP 877 / 877
AP 4 / 4
Strength 18
Magic 17
Defense 12
Magic Defense 15
Agility 32
Weight

A huge Mirage that attacks with three elements from its three heads—two of which, strongly, don't seem to be attached. A certain Mr. Valentine packs a gun named after this Mirage, but neither he nor his weapon seem to be around.

MEGA MIRAGES

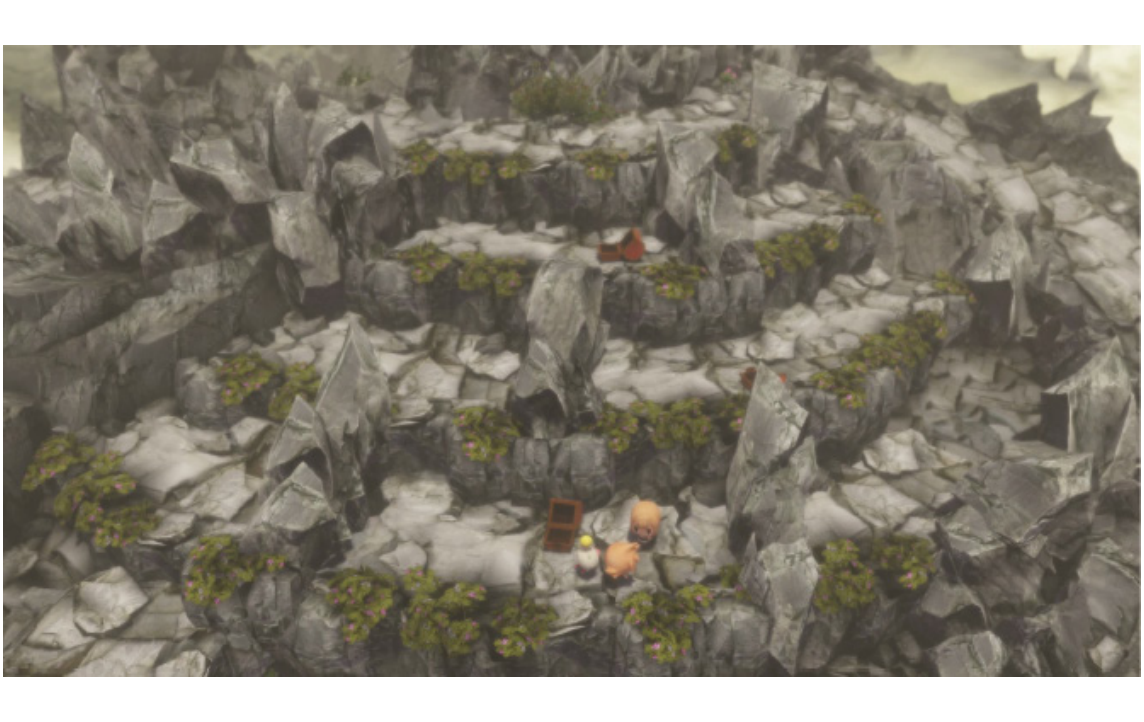
Cerberus is the first Mega Mirage you can potentially obtain. Mega Mirages are XL-sized, cannot be used in your stacks, and are unique in several ways.

To summon a Mega Mirage, you need to have a sufficient amount of AP stored (which varies between Mega Mirages). Using the Basic Menu, you can scroll through your Mega Mirages by pressing down on the D-pad and then pressing ◉ to summon the selected Mirage. Otherwise, you can use the Classic Menu to summon Mega Mirages. When summoned, your stacks are replaced by the Mega Mirage, with the Lilikin forms of Reynn and Lann stacked on top. The Mega Mirage phase ends when its HP or AP is depleted. The game doesn't end if its HP drops to 0 since it's a separate HP resource; your normal stacks are returned when the Mega Mirage is defeated.

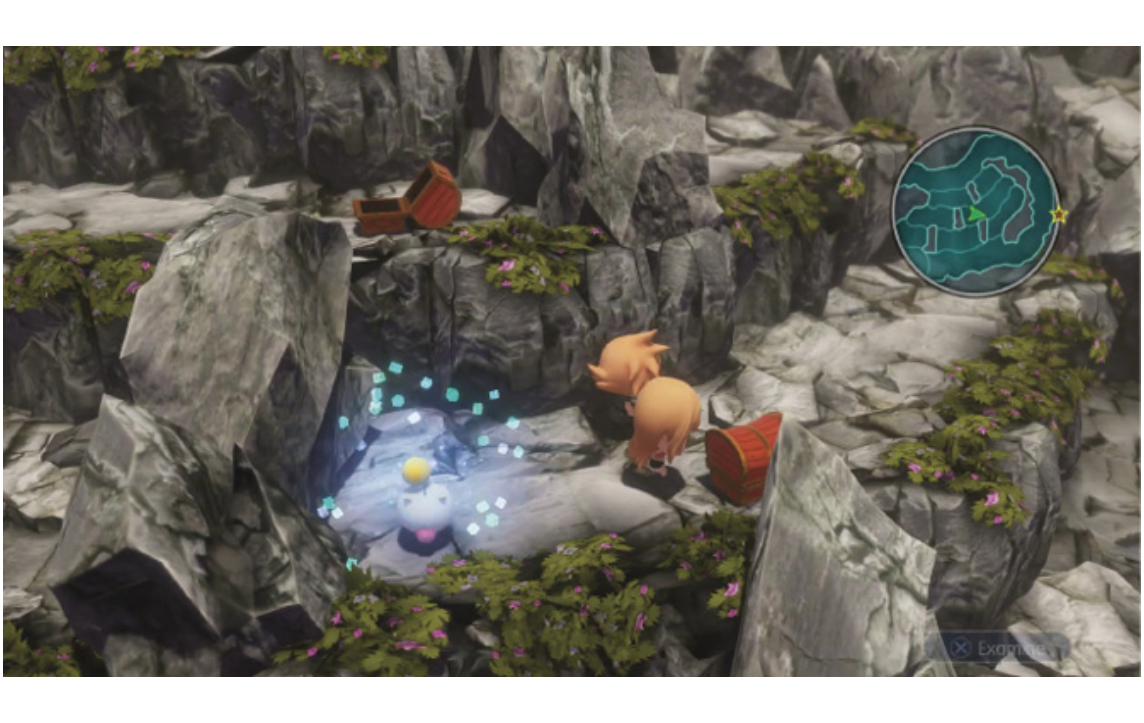
The act of summoning a Mega Mirage doesn't consume AP, but after summoning them, each action you take (including "Attack") consumes some amount of AP. Mega Mirages are extremely effective in that they give you an extra HP bar to work with, along with the Mega Mirage's powerful attacks. The only real drawback is that they consume AP quickly, so make sure to keep extra ethers on you.

Naturally, Mega Mirages are excellent against difficult bosses.

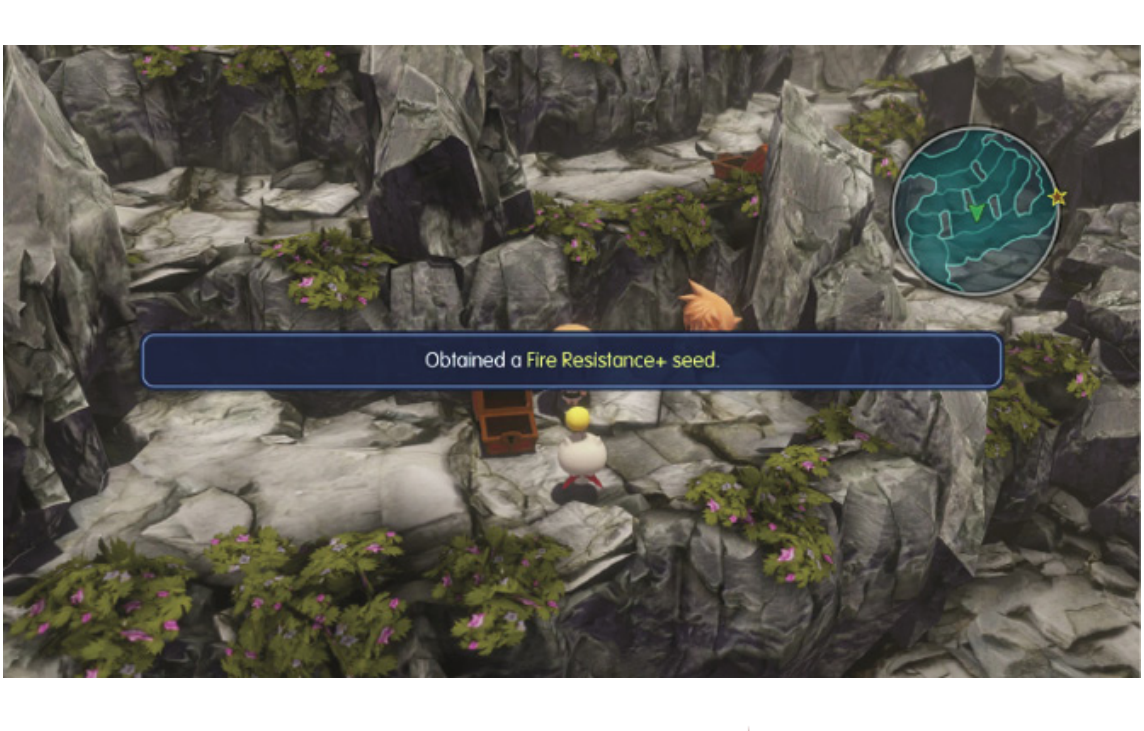
Take the fluffiflower back to the Gimme Golem in the previous area. You can now proceed to the northeast portion of the map with a series of ledges and treasure chests.



To get all three chests in one pass from the top, drop down the left ledge for the first chest (**two wobblestoppers**) and then drop down the ledge behind this chest (right side of the ledge).



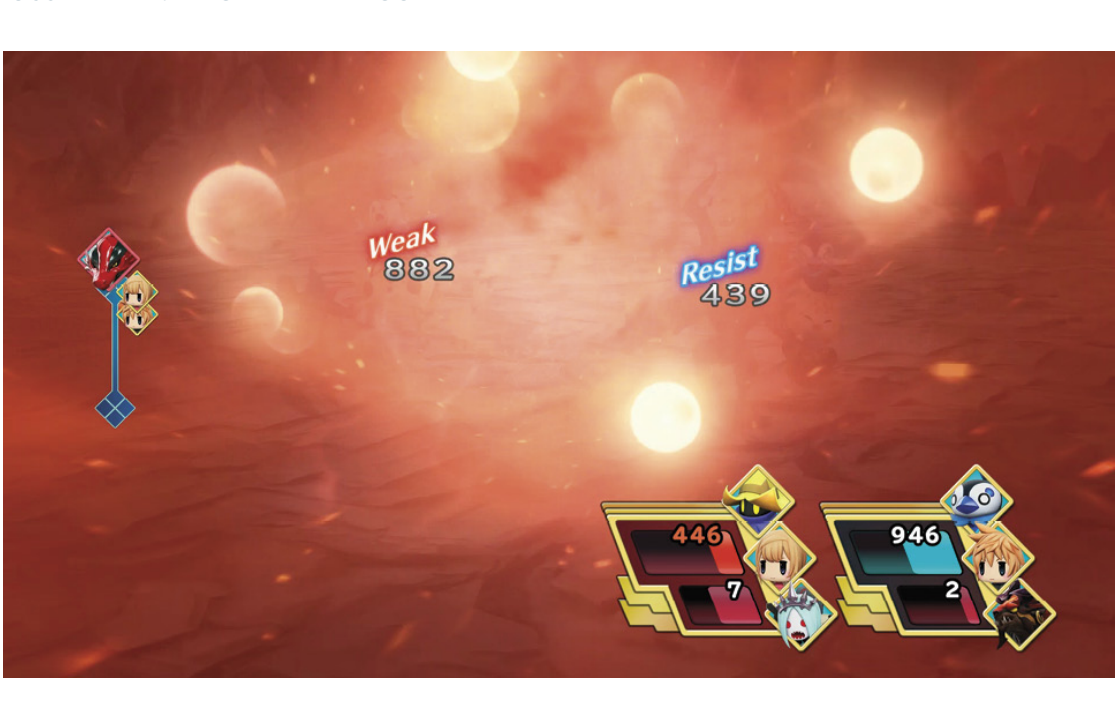
Open the chest here for some **phoenix down**. Finally, drop down the left side of this ledge to reach the last chest here containing a **Fire Resistance+ seed**.


Obtained a Fire Resistance+ seed.

If you miss a chest, you can always climb back up to try again. When you're ready to proceed, ascend to the top of the cliff and keep left while descending each tier. This path brings you to the boss area.

From here, if you take the first right, you can Flutter across to a ledge to open a chest with a **hi-potion** inside. Now, make the final climb up the mountain to a Save Crystal. Save your progress, and prepare for a boss fight up ahead.

BOSS BATTLE: MEGA RED DRAGON

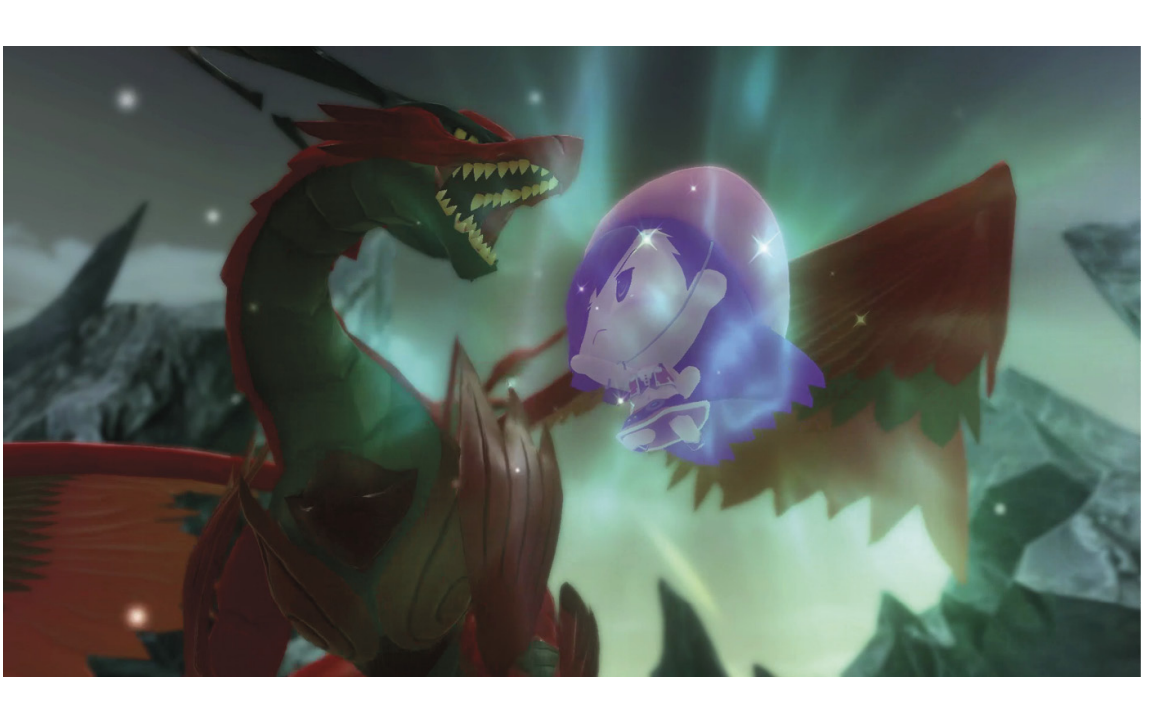


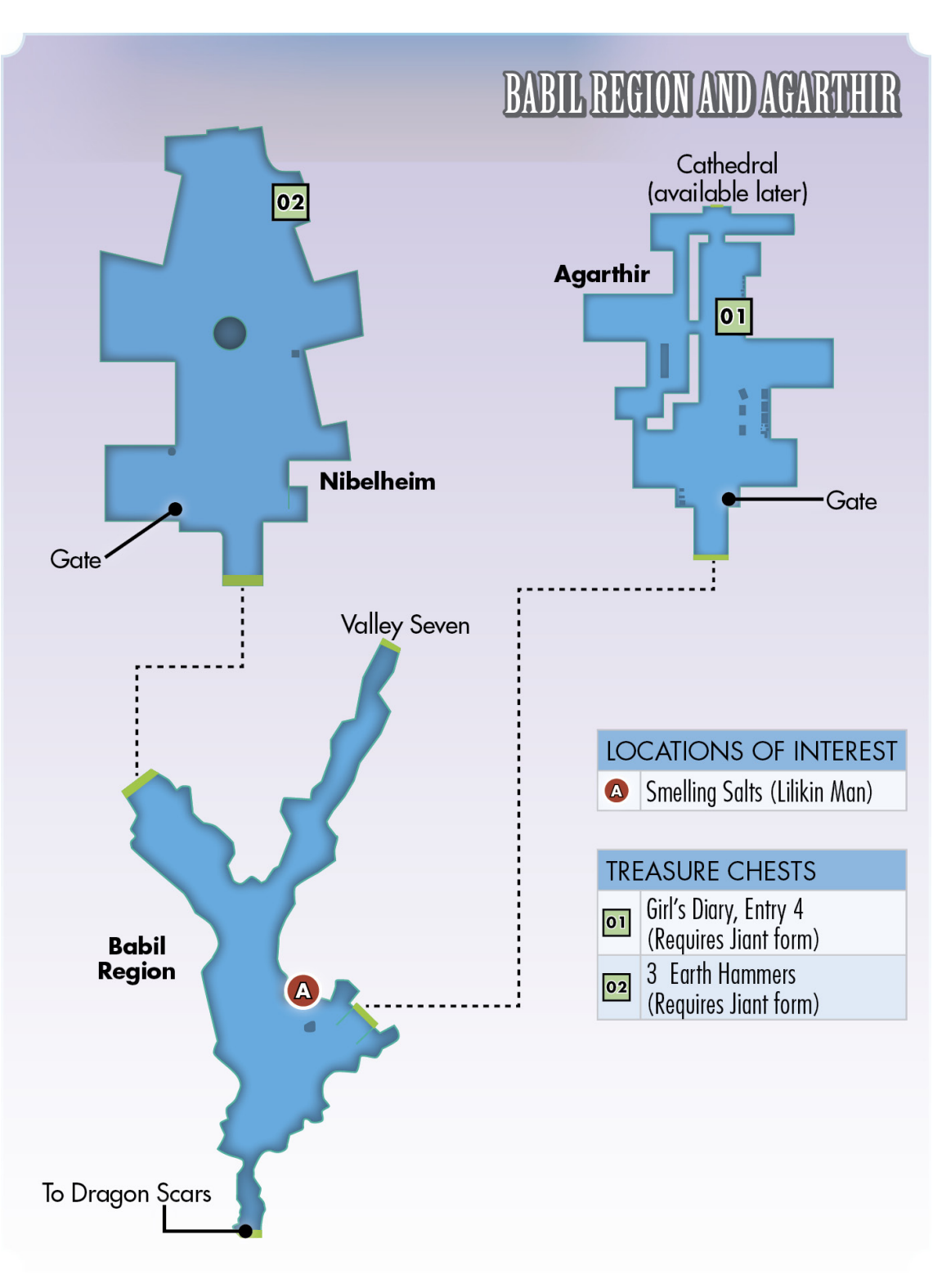
Solid Frigicite

You should be familiar with fighting fire-based enemies by now, and the mega red dragon is no different. It's just a beefier version of the red dragons that you defeated in the Dragon Scars. As long as your stacks aren't weak to fire and you have access to ice or water spells, you should be able to take down the mega red dragon. As you'd expect, it casts stronger versions of the red dragon's attack, so watch out for Flare Star+, and heal up and raise knocked-out party members accordingly.

An effective method of taking down the dragon is by throwing several solid frigicite at it. Each solid frigicite deals a whopping 3,000 damage each time (the mega red dragon has a total of around 10,000 HP)!

Once you're victorious, a cutscene plays out introducing you to Tifa, who rescues the twins by executing her signature Final Heaven attack. She suggests that the twins stop by her hometown of Nibelheim, so save your progress and make your way out of the Dragon Scars and into the Babil region.





LOCATIONS OF INTEREST	
A	Smelling Salts (Lilikin Man)

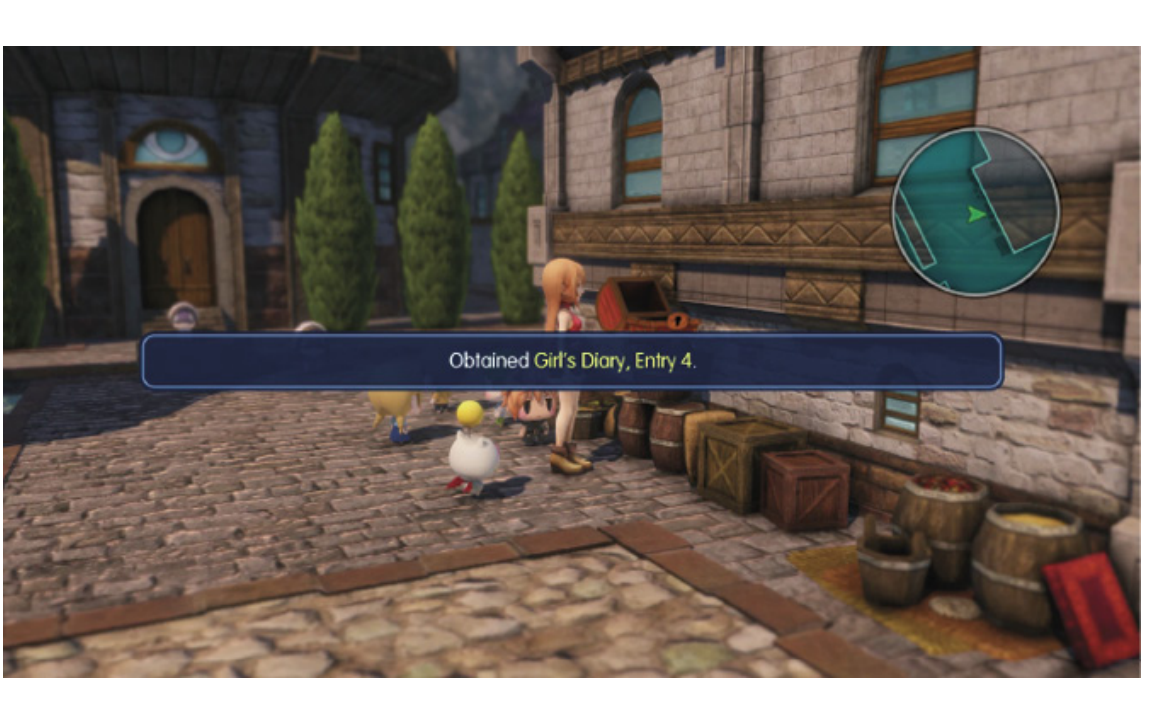
TREASURE CHESTS	
01	Girl's Diary, Entry 4 (Requires Jiant form)
02	3 Earth Hammers (Requires Jiant form)

FINAL FANTASY ORIGIN—TIFA

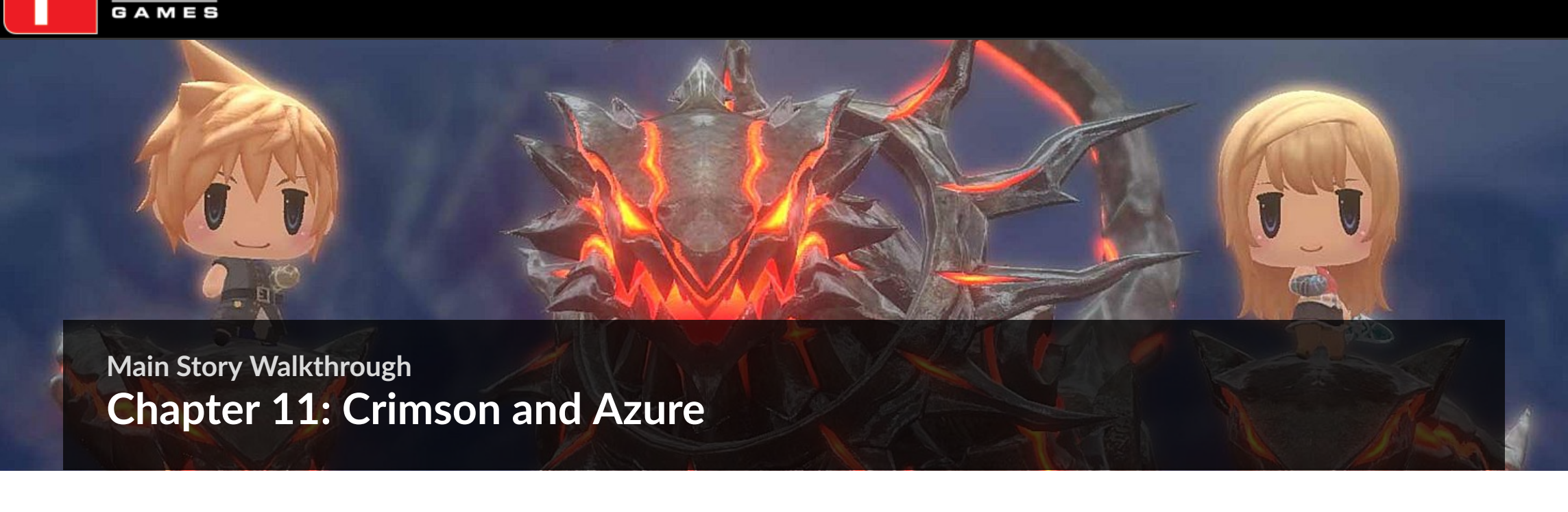
Tifa Lockhart is one of the primary protagonists in Final Fantasy VII. She is a member of AVALANCHE, an insurgent organization dedicated to fighting the Shinra Electric Power Company. In FFVII, Tifa recruits her childhood friend, Cloud Strife, into AVALANCHE.

The cowgirl outfit that Tifa wears in World of Final Fantasy is the attire she dons as a tour guide during her younger years.

Before entering Nibelheim to the northwest, you can stop by the small town of Agarthir to the east. Here, you can pick up a Miniventure quest (**Needle for Speedle**) from one of the townsfolk. There's also a treasure chest sitting on top of a stack of barrels near the center of town. With your leader in Jiant form, open it to obtain **Girl's Diary, Entry 4**.


Obtained Girl's Diary, Entry 4.

There's not much else to do in Agarthir, so it's time to see what's in store for you in Nibelheim, the large city in the northern part of the Babil region. Before entering Nibelheim, talk to the Lilikin man in the center of the Babil region hub for some free **smelling salts** and advice on the Confusion ailment. Then, enter Tifa's hometown to begin the next chapter of the story.



Main Story Walkthrough

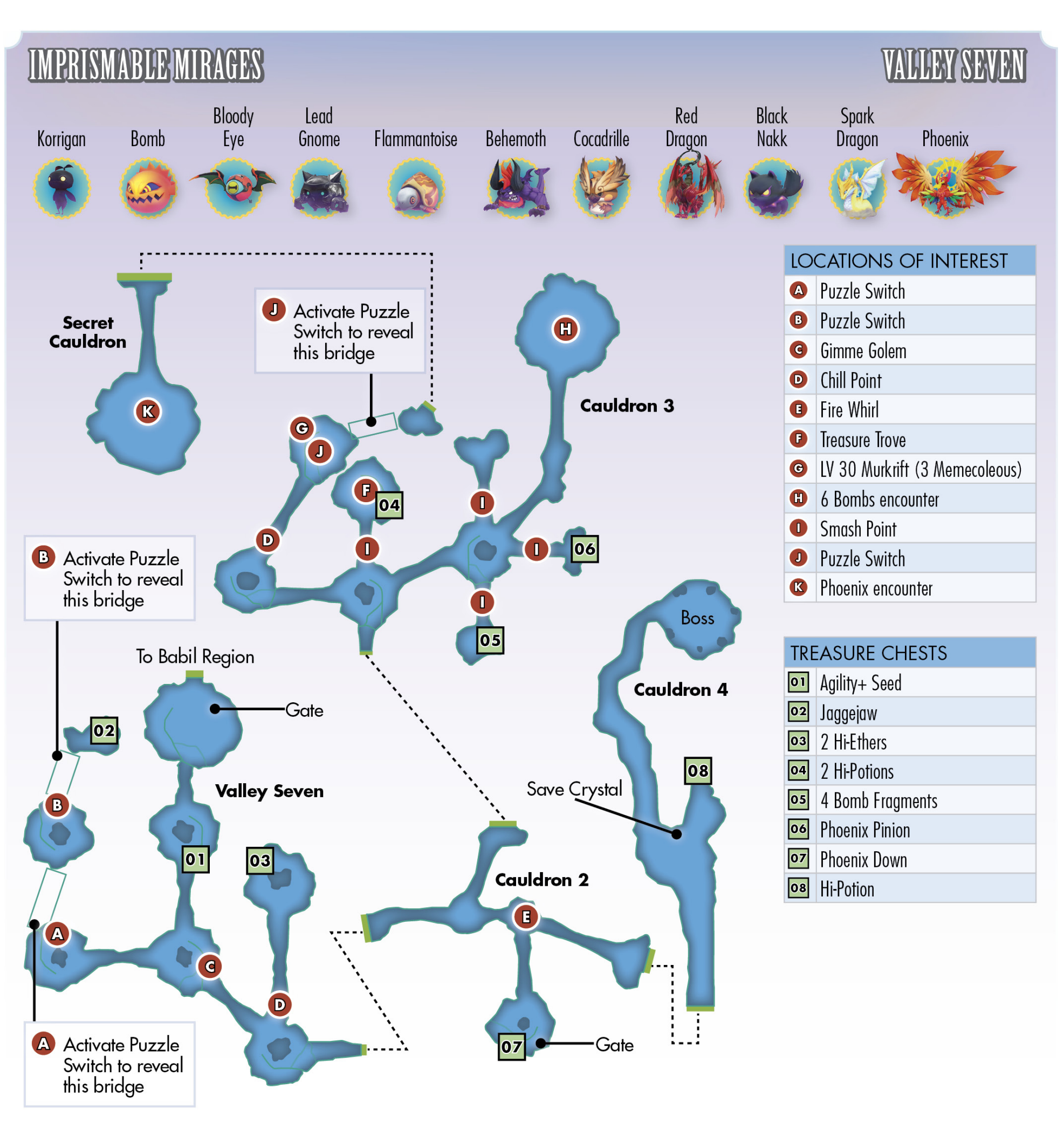
Chapter 11: Crimson and Azure

Reynn and Lann take up Tifa on her offer and visit her hometown of Nibelheim. There, they meet another summoner, Rydia, who informs them that there are actually two prophecies: one Azure and one Crimson. What does it all mean? Which, if any, are true? Although Rydia appears reluctant, she accompanies the two Mirage Keepers into the infernal depths of Valley Seven.

Action Checklist
1. Enter Valley Seven
2. Rescue Rydia
3. (Optional) Obtain a phoenix prismarium
3. Defeat the King Bomb

NEW MINIVENTURES

- The Birthday Present
- Needle for Speedle


IMPRISMABLE MIRAGES
VALLEY SEVEN
Korrigan
Bomb
Bloody Eye
Lead Gnome
Flammantoise
Behemoth
Cocadrille
Red Dragon
Black Nakk
Spark Dragon
Phoenix
Secret Cauldron
J Activate Puzzle Switch to reveal this bridge
B Activate Puzzle Switch to reveal this bridge
A Activate Puzzle Switch to reveal this bridge
Cauldron 3
Cauldron 4
Cauldron 2
Valley Seven
To Babil Region
Gate
Save Crystal
Boss
Gate
LOCATIONS OF INTEREST
A Puzzle Switch
B Puzzle Switch
C Gimme Golem
D Chill Point
E Fire Whirl
F Treasure Trove
G LV 30 Murkrift (3 Memecoleous)
H 6 Bombs encounter
I Smash Point
J Puzzle Switch
K Phoenix encounter
TREASURE CHESTS
01 Agility+ Seed
02 Jaggejaw
03 2 Hi-Ethers
04 2 Hi-Potions
05 4 Bomb Fragments
06 Phoenix Pinion
07 Phoenix Down
08 Hi-Potion

RYDIA'S FEAR OF FIRE

The chapter starts with a conversation between the twins and Rydia, a summoner similar to Lady Yuna. She tells of another more abstract prophecy set apart from the Crimson Prophecy. This one is known as the Azure Prophecy, although the Crimson Prophecy is what most of the common folk believe in. After speaking to her, Rydia volunteers to escort the twins through Valley Seven, where one of the four keys is rumored to be.

Fanatical Man
So do as the Crimson Prophecy commands of you, hmm?

Objectives met: "The Birthday Present"

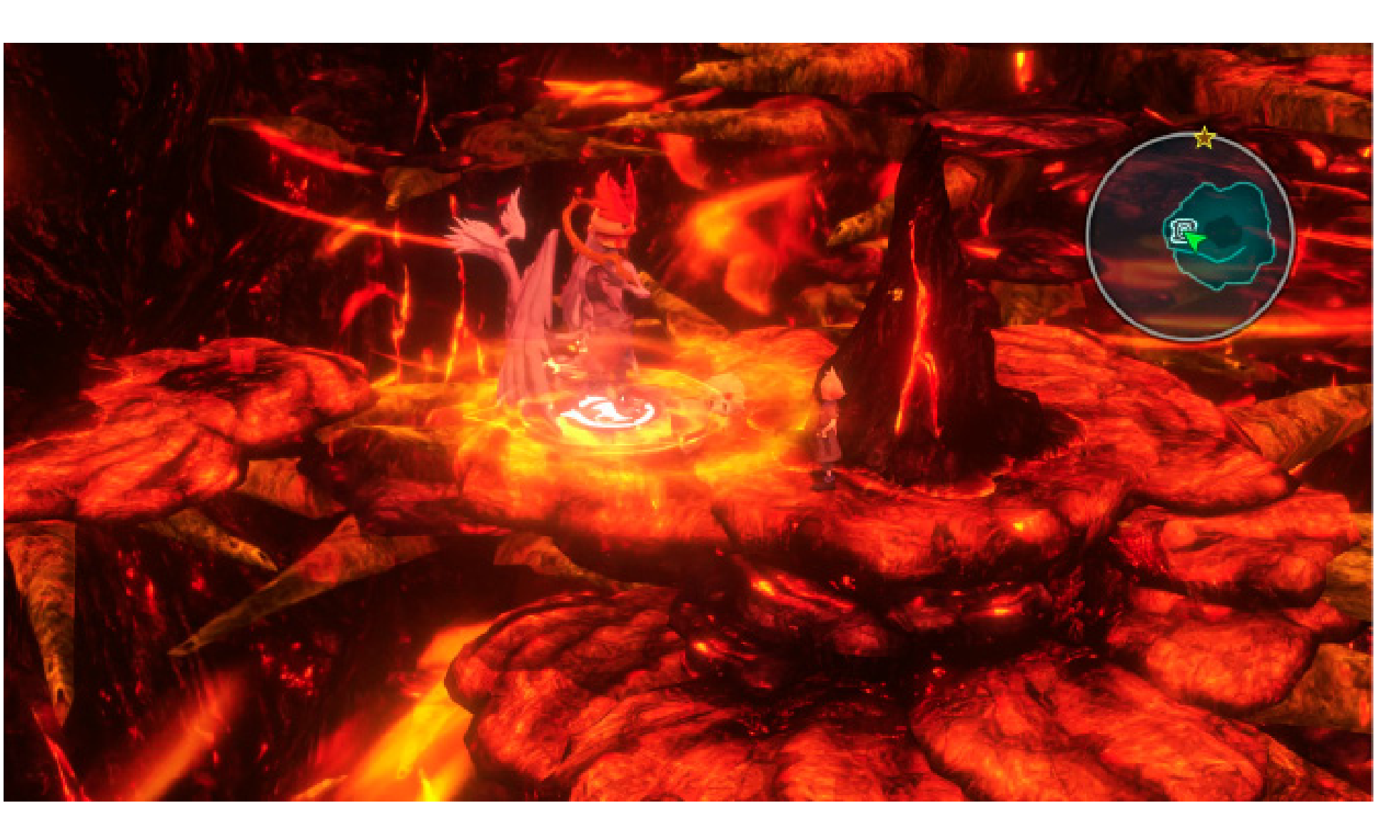
After the cutscene with Rydia, you can accept and fulfill **The Birthday Present** Miniventure quest from the woman standing nearby. If you've opened all of the treasure chests in the dungeons at this point, you should have the three dragon scales required. Speak to her again to turn in the quest and receive a Berserk seed.You can also speak to Rydia again for extra background story regarding the differences between Mirage Keepers and summoners. Before you leave for Valley Seven, open the treasure chest containing **three earth hammers** sitting on top of a large pipe, just behind Rydia's Mist Dragon. To reach it, your party leader needs to be in Jiant form.

Obtained 3 earth hammers.

Enter Valley Seven from the Babil region, east of Nibelheim. As you might have guessed, this place is filled with fire-based Mirages, similar to the Dragon Scars. Your stacks should have a high fire resistance rating. Water-based abilities are also extremely effective here, so if you need to, you can buy Water seeds from Chocolatte or make a return trip to Saronia Docks to imprism water-based Mirages (this is a good time to obtain the secret kupicaroon Mirage).

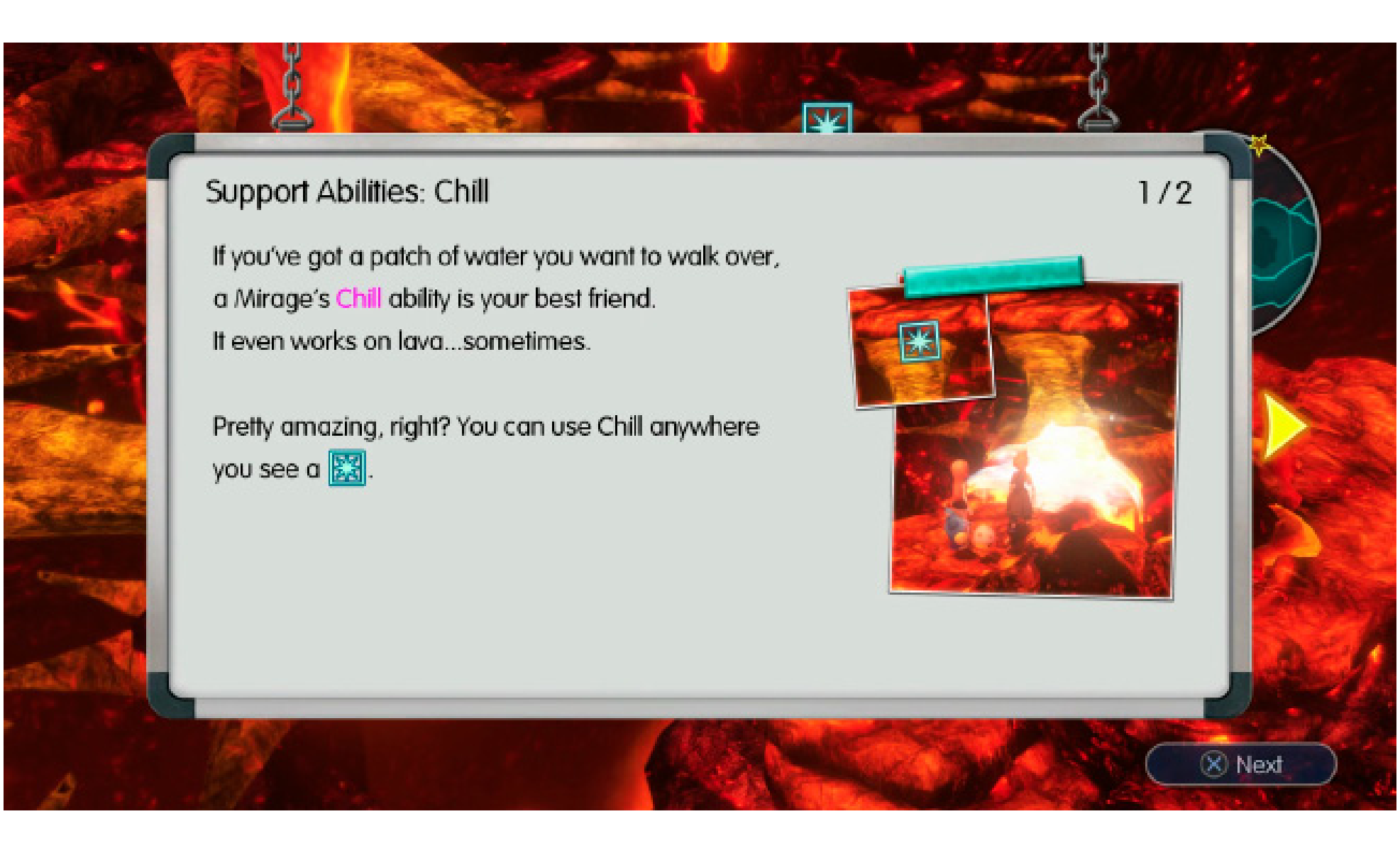
Valley Seven

Start off by traveling south, crossing a molten bridge. There's a treasure chest tucked under this platform off of a downward ramp to the east. Open the hidden chest to obtain an **Agility+ seed**. Your destination is to the east of this platform, but a Gimme Golem (that wants a jaggejaw) blocks the way and halts your progress. Take the west road to reach a puzzle switch requiring a stack of at least 4 weight and 50 fire resistance. You should easily fulfill this if you've imprismed Mirages from the Dragon Scars. Otherwise, find and imprism fire-resistant Mirages here (such as a bomb) to satisfy the puzzle conditions. Complete the first puzzle to unlock the second puzzle, which requires a 5-weight stack instead of 4.



Give it the jaggejaw?
Yes
No

Completing the two puzzles grants you access to the northwest platform. Open the chest on the platform to obtain a **jaggejaw**. Return to the Gimme Golem to appease it, then cross over to the next area, Cauldron 2, to the east. There's a molten bridge to the north that you can pass if you have the Chill support ability, which you can find on certain ice-based Mirages (such as the quachacho from Icicle Ridge). Chill the bridge, then cross it to pick up **two hi-ethers** in the chest. If you don't have the support ability yet, you can come back with it later since these access points are optional.



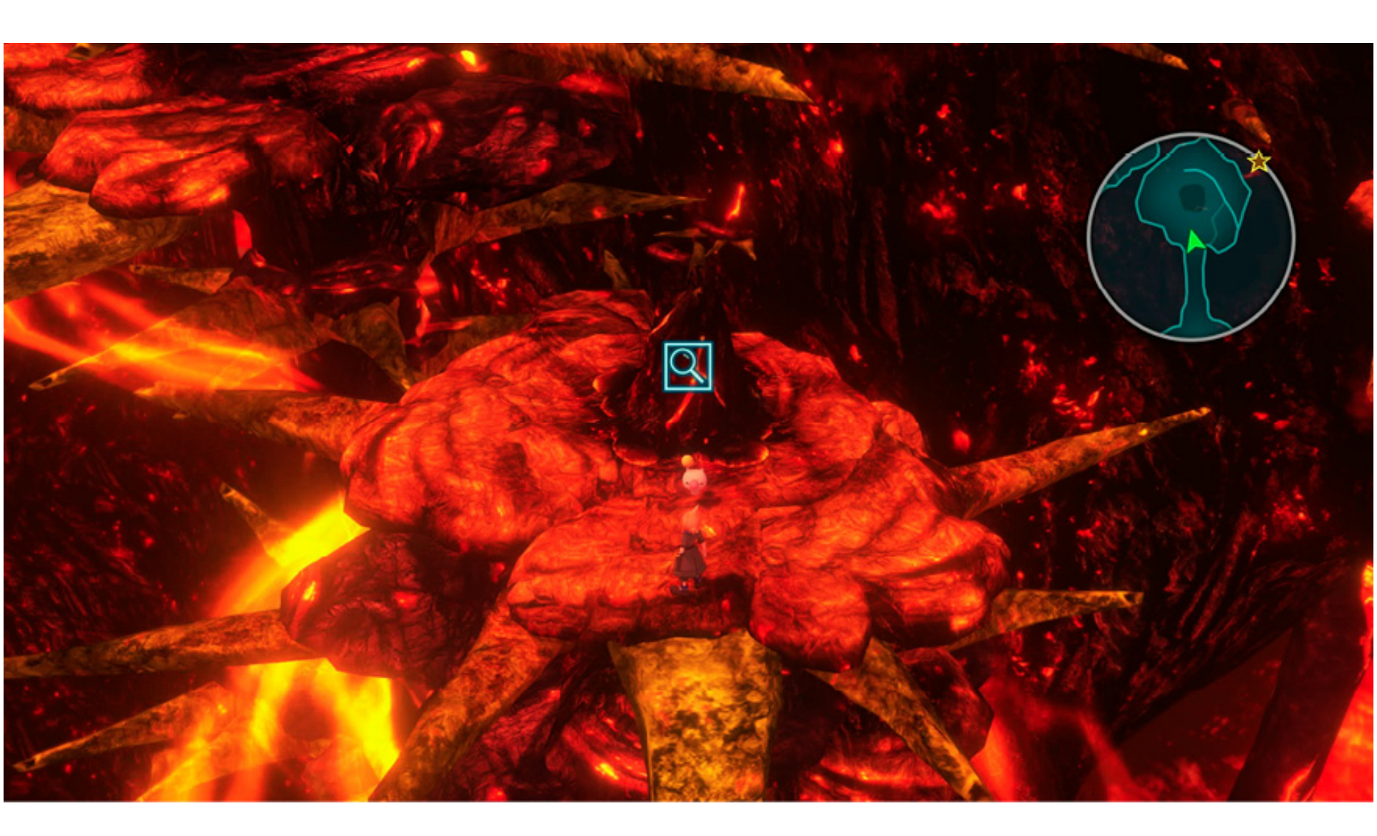
Support Abilities: Chill 1/2

If you've got a patch of water you want to walk over, a Mirage's Chill ability is your best friend. It even works on lava...sometimes.

Pretty amazing, right? You can use Chill anywhere you see a ❄.

Ⓧ Next

Proceed east into Cauldron 2. Here, a wall of fire erupts, blocking the path. Rydia is triggered by it and runs off. Follow her into the third area to the north into Valley Seven—Cauldron 3. This area contains several optional barred paths that you can bypass with either the Smash or Chill support abilities. If you have Smash (accessible on the red dragon, holy dragon, or mythril giant), you can get to a Treasure Trove on a platform to the north of the starting point of the area. There's also a hidden treasure chest underneath the platform here with **two hi-potions** inside.



Obtained 2 hi-potions.

The west path leads to the valley's secret area, which you can tackle now, provided you can fulfill the requirements.

VALLEY SEVEN'S SECRET AREA

To unlock Valley Seven's secret area, the Secret Cauldron, you need the Chill ability to freeze a molten bridge on the west side of the third area (the area Rydia runs off to).

Then, there's a LV 30 murkrift that needs to be dealt with (three memecoleous). This fight is manageable at around an average party level of 25 with some preparation. You can use poison fangs or utilize a poison ability to create a prismtunity on one of the murkrift Mirages. Defeat the other two with wind or water-based abilities. Be warned, as these Mirages can cast Doom, which automatically knocks out one of your stacks (or a single Mirage if unstacked) after a countdown. Doom can be cured with a remedy+, elixir, megalixir, or by casting Refia's Champion Medal. Dragon scales are extremely beneficial for dealing damage here, too.

After the murkrift is cleared, there's a puzzle switch here with some steep requirements. You need to create a Mirage stack with at least 12 weight and 150 fire resistance. A red dragon or ifrit, paired with a cockatrice or bomb, is enough to fulfill the fire resistance portion. Then, add on any small Mirage (as long as it doesn't have a negative fire resistance rating) to fulfill the weight requirement. Completing the puzzle builds a bridge leading to the secret area.

The secret area here houses a rare phoenix Mirage. You can defeat the Mirage conventionally to obtain a phoenix memento (although you won't have a use for it for a very long time). It's best to imprism the phoenix so you can obtain its prismarium immediately. Its prismtunity condition states that you need to "Recover a lot of HP at once." The best way to accomplish this is by using an **x-potion** or **elixir** on the phoenix, since these items always restore a character's maximum HP. Because the phoenix has more than 10,000 hit points, this fulfills its prismtunity. You don't have to damage the phoenix before healing it, either; just use your x-potion or elixir on it immediately. If you don't have one of these max-healing items, return later when you do.

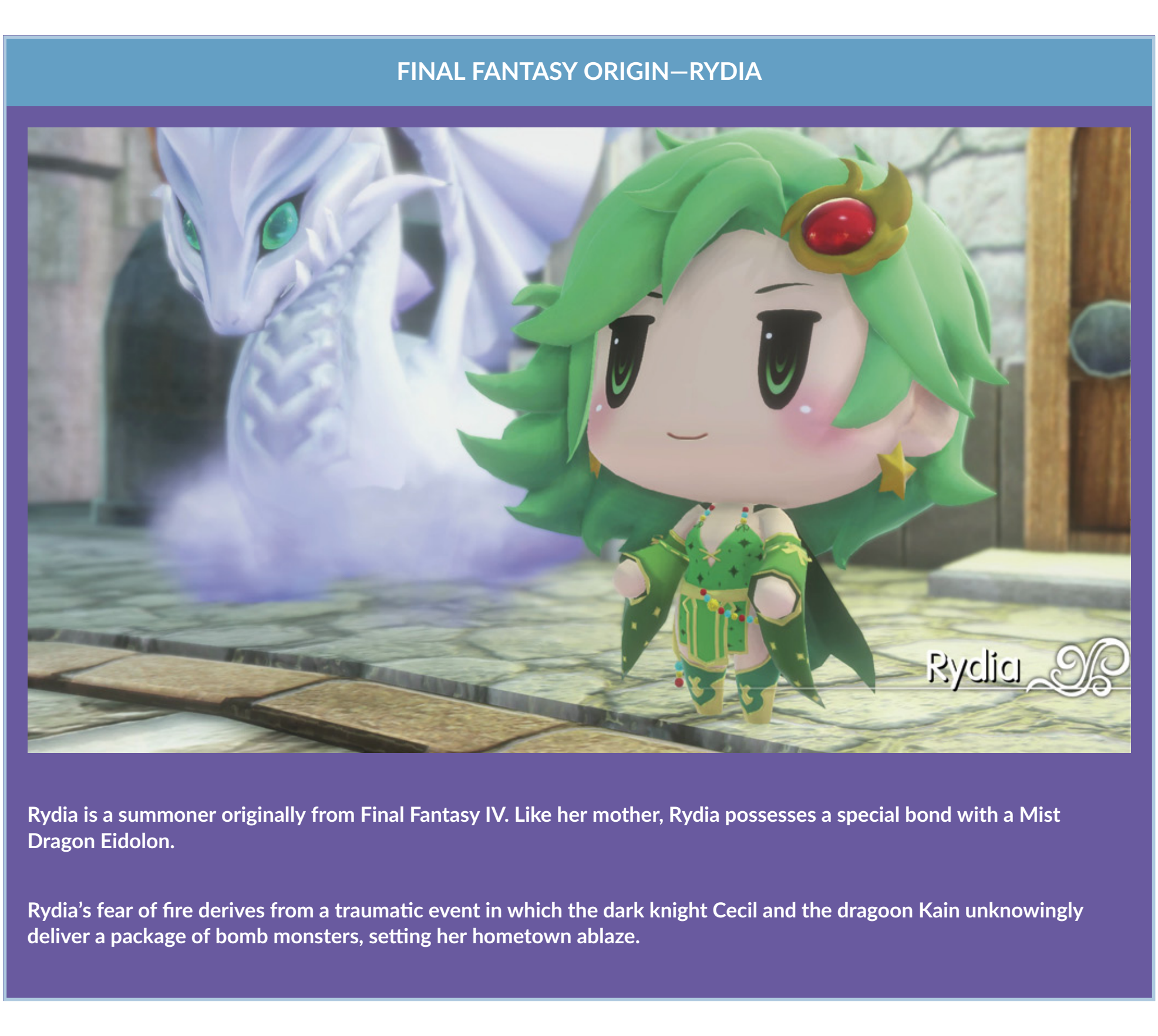
Continue your search for Rydia by heading to the east platform of the area. There are four paths that branch off of this platform, three of which are unlocked (and optional) with the Smash ability. The path east leads to a treasure chest containing a **phoenix pinion,** while the south path takes you to a chest with **four bomb fragments** inside. When you're ready to save the summoner, take the northeast path for a fight with six bomb Mirages.

Defeat the bombs quickly with water-based abilities or dragon scales, or with area-of-effect attacks. These bombs tend to use Self-Destruct when they're injured, which inflicts their remaining hit points as damage, so when you hit them, hit them hard. You should also have a stack with a high fire resistance rating to reduce damage taken from their elemental attacks.

Self-Destruct
817
7
1350
2

Once you've defeated the bombs, Rydia explains her fear of fire and promises to help extinguish the wall of flames blocking the path in the previous area.

FINAL FANTASY ORIGIN—RYDIA



Rydia is a summoner originally from Final Fantasy IV. Like her mother, Rydia possesses a special bond with a Mist Dragon Eidolon.

Rydia's fear of fire derives from a traumatic event in which the dark knight Cecil and the dragoon Kain unknowingly deliver a package of bomb monsters, setting her hometown ablaze.

Return to the wall of flame to trigger another cutscene in which Rydia's Mist Dragon douses the torrent of fire.

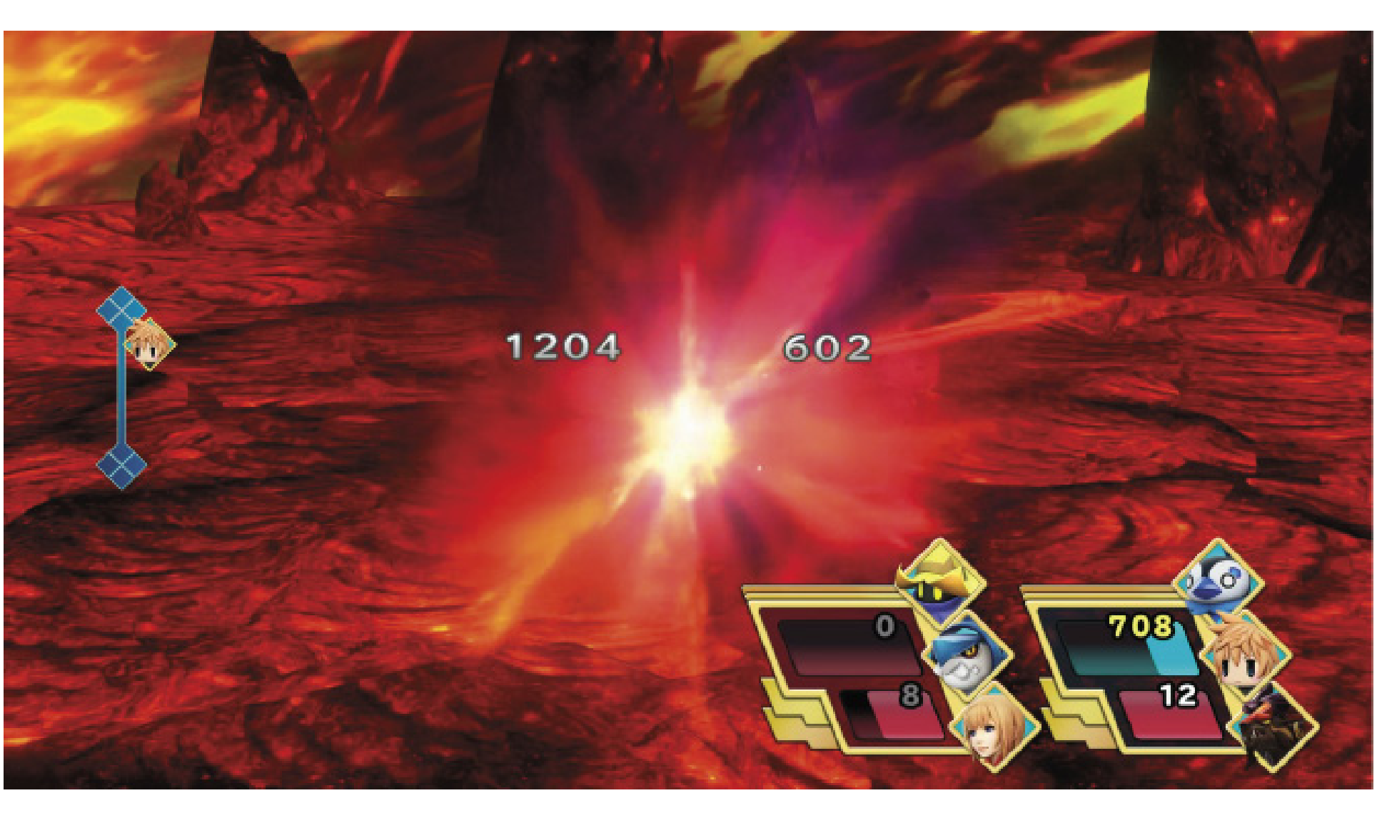
Continue east, then south to a platform with a chest underneath. Open the chest to obtain some **phoenix down**. Now, take the east exit into the last area of Valley Seven, Cauldron 4. Pick up the **hi-potion** from the chest northeast of the Save Crystal, save your progress, then get ready for a boss fight. Climb the path leading north. The key you're looking for is here—but first, a boss fight with a king bomb.

BOSS BATTLE: KING BOMB

Resist
271
Resist
270
962
4
1445
12

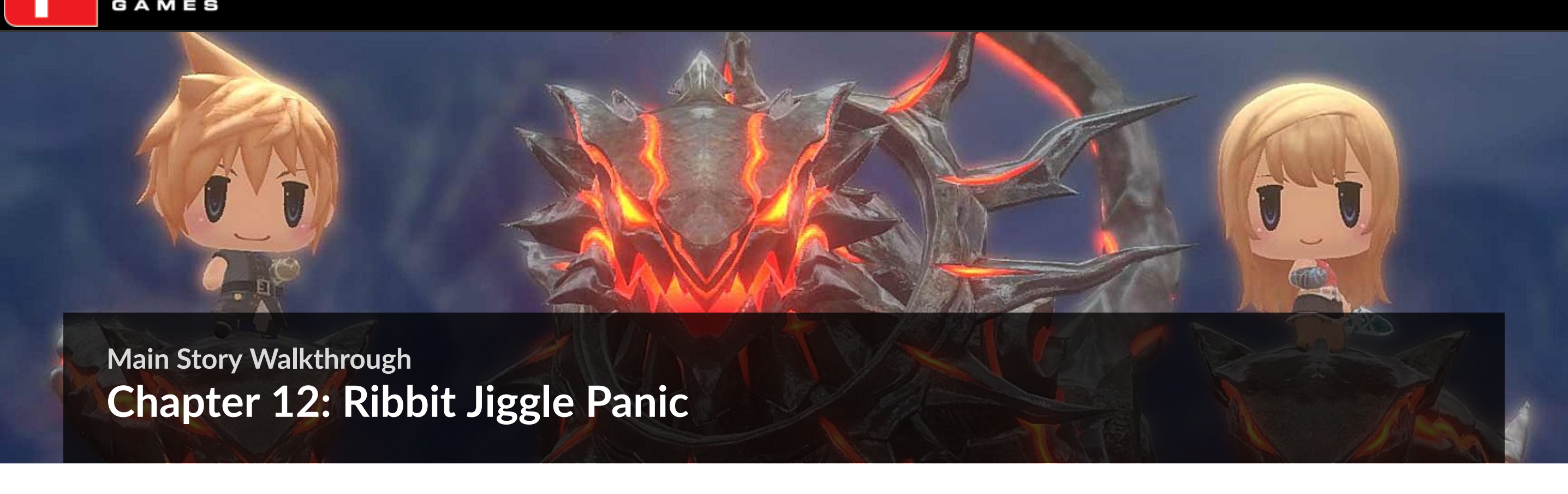
Like the other bomb Mirages, the king bomb is weak to water. However, unlike a normal bomb, this boss grows with the more damage it takes, and the larger it grows, the more powerful it becomes. For instance, when it's at critical levels of health, it starts to use Firaga instead of Fira. Keep your party members healthy as you take down its HP. Of course, having a high fire resistance on your stacks helps tremendously.

Explode
827
8
1310
12


1204
602
0
8
708
12

Before you finish off the king bomb, heal up your party members—its death triggers a final unavoidable attack called Explode, dealing a large amount of damage to your entire party. You're victorious as long as one of your members survives this final explosion.

After the battle, the twins are whisked away by a flood, concluding the chapter. You can save your progress here.



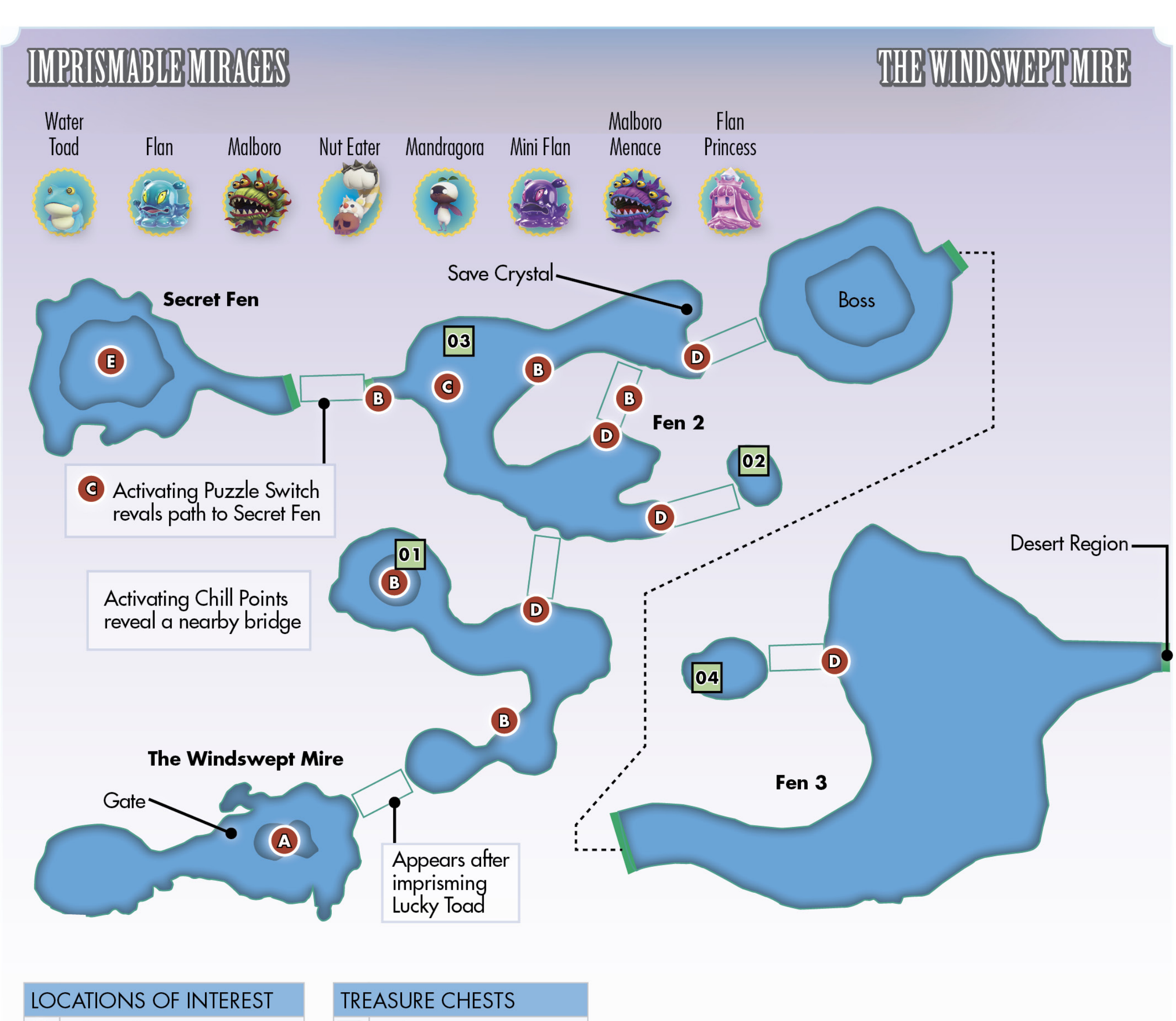
Main Story Walkthrough

Chapter 12: Ribbit Jiggle Panic

After Reynn and Lann are suddenly flushed away from the fiery pits of Valley Seven, they end up stranded on the Windswept Mire. Here, they meet another Champion, although it's in the form of a toad.

The Windswept Mire

Action Checklist
1. Uncurse Snow
2. Explore the fen
3. Defeat the golden flan


IMPRISMABLE MIRAGES
THE WINDSWEPT MIRE
Water Toad
Flan
Malboro
Nut Eater
Mandragora
Mini Flan
Malboro Menace
Flan Princess
Secret Fen
Save Crystal
Boss
Fen 2
Fen 3
Desert Region
The Windswept Mire
Gate
Activating Puzzle Switch revals path to Secret Fen
Activating Chill Points reveal a nearby bridge
Appears after imprisming Lucky Toad
01
02
03
04
A
B
C
D
E

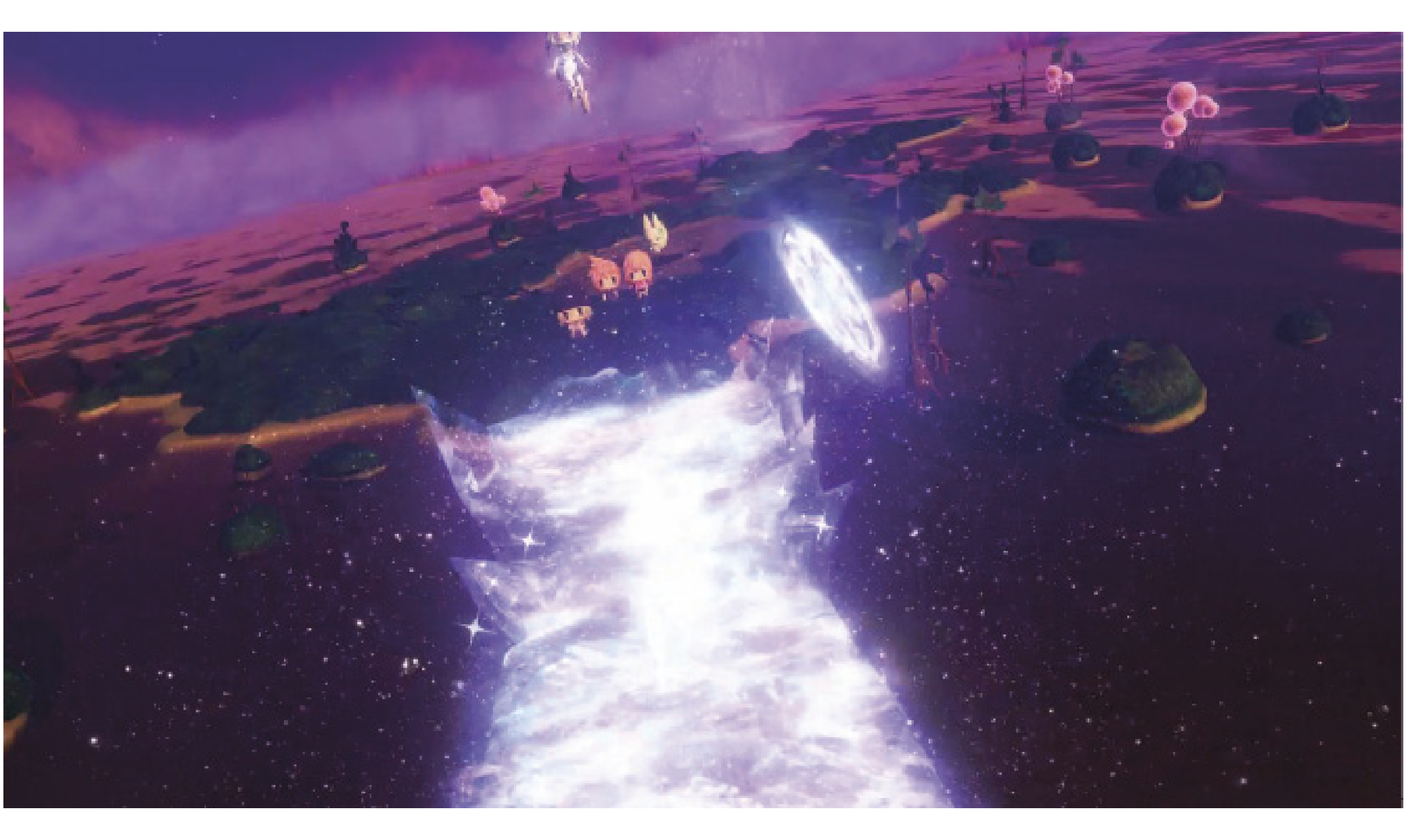
LOCATIONS OF INTEREST	
A	Lucky Toad encounter
B	Flan Ambush
C	Puzzle Switch
D	Chill Point
E	Flan Princess + Malboro Menace

TREASURE CHESTS	
01	4 Chimeric Wings
02	Aero Seed
03	Remedy
04	2 Remedies

LIFT SNOW'S CURSE

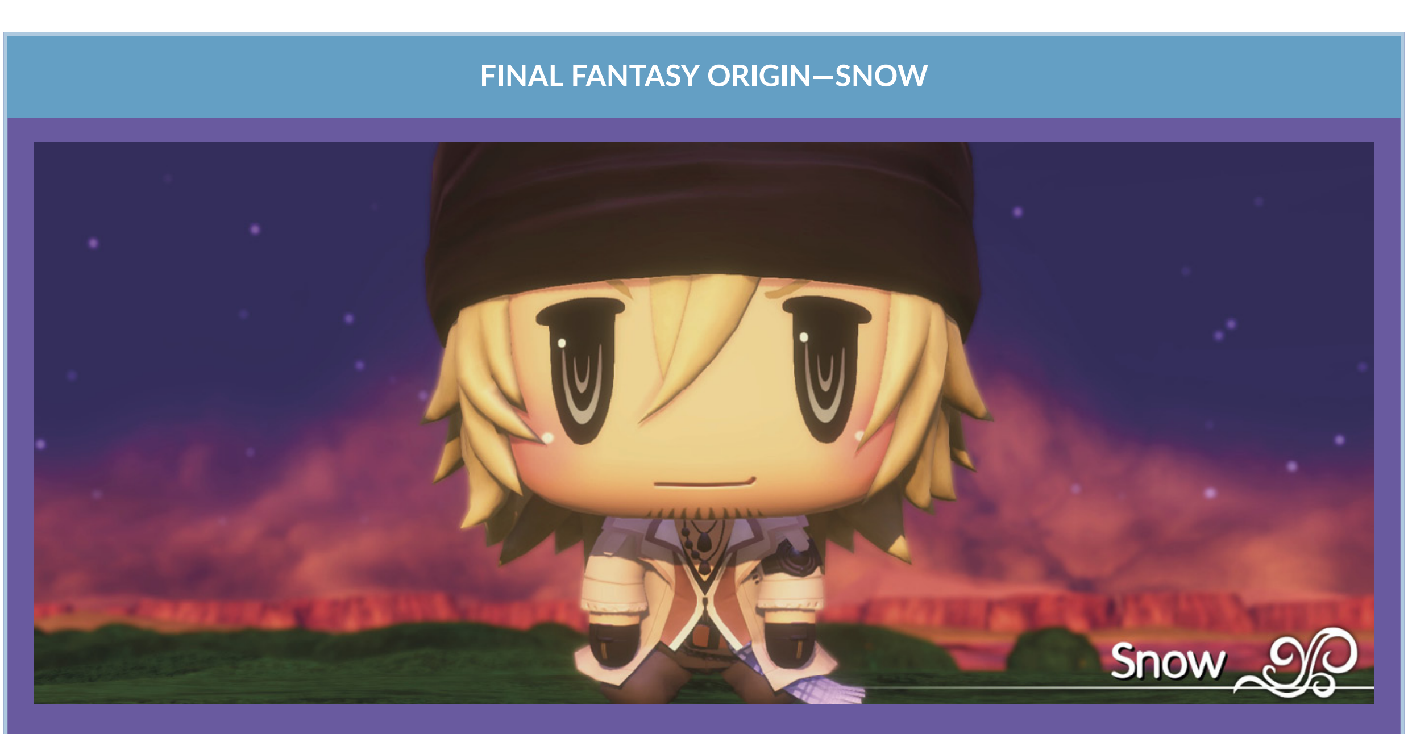
Proceed east from where you're washed ashore for a cutscene introducing you to an apparently cursed toad. Lift the curse by imprisming the golden toad just ahead. Although you only have access to one stack, it shouldn't be too much of a problem. Talk to the golden toad to initiate an encounter with it. You can't kill this toad even if you deplete its entire HP pool because it must be imprismed to progress the story.

Imprismimg the lucky toad uncurses the special toad from before, and you're introduced to Snow, another Champion. He shows his gratitude by calling down his Eidolon, Shiva-Ixion, who forms a glacial path off of the swamp island. Snow joins the twins to help them find their way out of the Windswept Mire.



After the cutscene, a Gate appears. From here, you can take a break from the main story to visit previous dungeons or to restock on items from the Chocolatte Mart.

FINAL FANTASY ORIGIN—SNOW



Snow Villiers is originally from Final Fantasy XIII and is the fiancé of Lightning's sister, Serah. He leads a resistance group called NORA (No Obligations, Rules, or Authority).

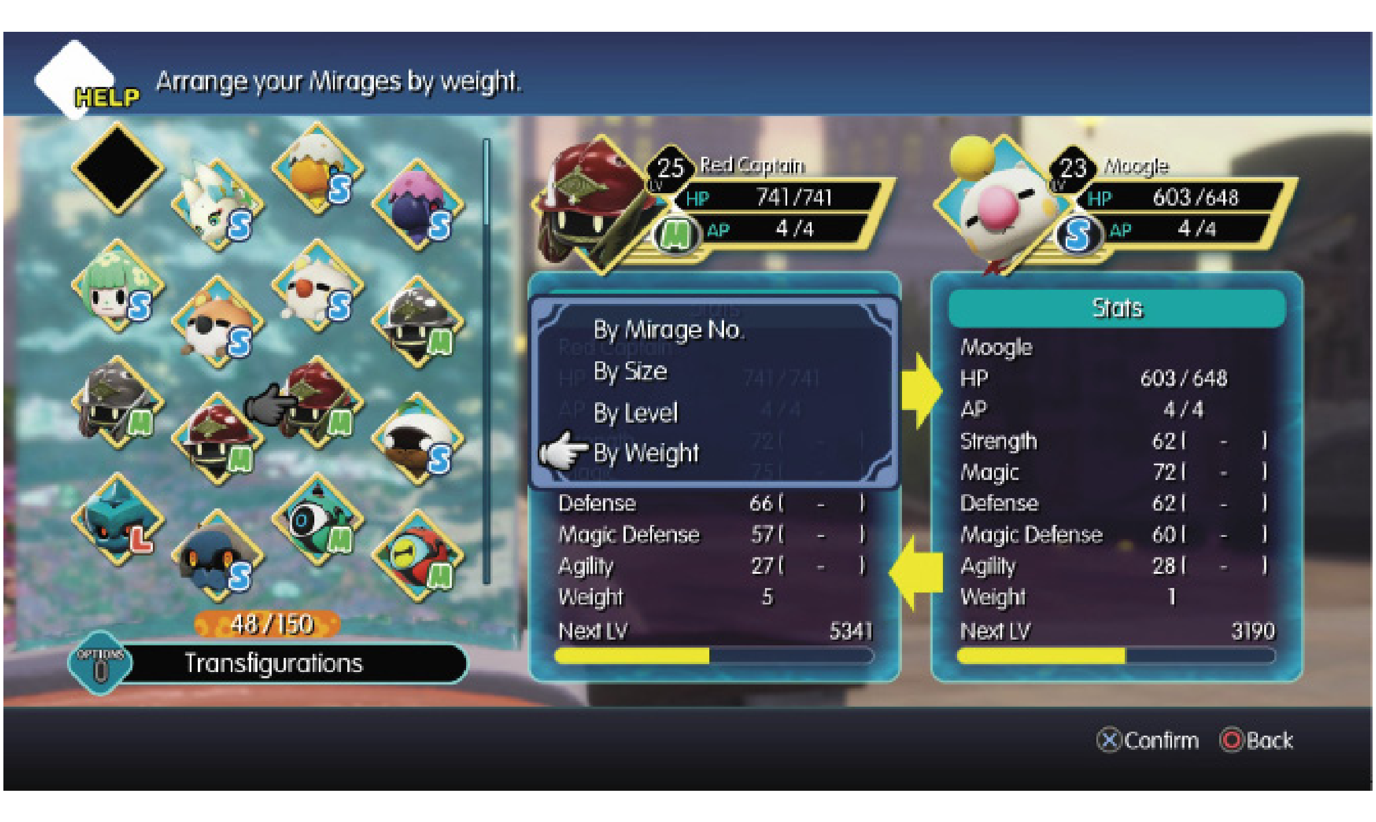
Snow's Eidolons actually come in a pair: the Shiva sisters, Stiria and Nix (although they're represented as Shiva-Ixion in World of Final Fantasy). They have the ability to transform into a ridable motorcycle.

When you're ready to traverse the swamps, take the east exit from the Gate to enter Fen 2 of the Windswept Mire. Continue northeast from the starting point of Fen 2 until you reach a Chill icon. Having Snow with you gives you access to the Chill support ability as Shiva-Ixion conveniently freezes the path over for you.

Before crossing the ice bridge, there's a treasure chest near a swamp to the west. Head over there and open it to obtain **four chimeric wings**. Note that there are specific points on the map here where flan enemies can ambush you (such as in front of this treasure chest).

Cross the bridge, then turn right (heading east) to another Chill point, forming an ice bridge to a small island containing a treasure chest. Open the chest to obtain an **Aero seed**. Return to the center of the area; to the north, there's another Chill point you can access. Create a bridge here and cross it (there's a flan ambush here), then save your progress at the Save Crystal up ahead.

To the west of the Save Crystal, you find a switch puzzle and a treasure chest. Open the chest to pick up a **remedy**. This puzzle involves creating a hefty Mirage stack of at least 14 weight and 25 water resistance. You need your heavy Mirages for this, so you may need to access your Prism Case from the Save Crystal and sort your Mirages by weight (by pressing the TOUCHPAD button on the PS4 when swapping a Mirage out—this is the SELECT button on the PS Vita). Complete the switch puzzle to open a path to the secret area.


HELP Arrange your Mirages by weight.
25 Red Captain
HP 741/741
AP 4/4
By Mirage No.
By Size
By Level
By Weight
Defense 66
Magic Defense 57
Agility 27
Weight 5
Next LV 5341
23 Moogle
HP 603/648
AP 4/4
Stats
Moogle
HP 603/648
AP 4/4
Strength 62
Magic 72
Defense 62
Magic Defense 60
Agility 28
Weight 1
Next LV 3190
48/150
Transfigurations
Confirm
Back

Be warned, though—the secret area here contains a Mirage stack that you probably can't deal with now, so come back later when you're much stronger (around level 40 to 45)! For now, leave the swamp by taking the northeast path from the Save Crystal. A cutscene triggers slightly past the last ice bridge.

BOSS BATTLE: GOLDEN FLAN

By now, you might have noticed that flan Mirages are resilient against physical attacks and vulnerable to magic attacks. This giant golden flan is no different. It's technically weak to all elemental-based spells, so prepare your stacks by equipping and unlocking the strongest spells you can (for instance, Fira and Blizzara). As long as both of your stacks have access to these tier two spells, you can make quick work of the boss.

Weak
1914
1797
3
1784
4

You shouldn't have to worry about setting up elemental resistances for this fight since the boss's primary damage comes from physical attacks. Heal up if you need to while bombarding it with your magic. Once you've eliminated it, Snow departs from the party (although you can now purchase his Champion Medal from The Girl Who Forgot Her Name). Save your progress after the cutscene, and continue on through the swamp.

Continue to the next area by taking the northeast exit. Your destination is to the east, but before you leave the Windswept Mire, there's one more Chill point near the west end of the map. This one actually requires you to have the Chill support ability because Snow has left. Cross the bridge to open a chest containing **two remedies**. Now you can exit the swamp and proceed into the desert, concluding the story chapter.

THE WINDSWEPT MIRE'S SECRET AREA

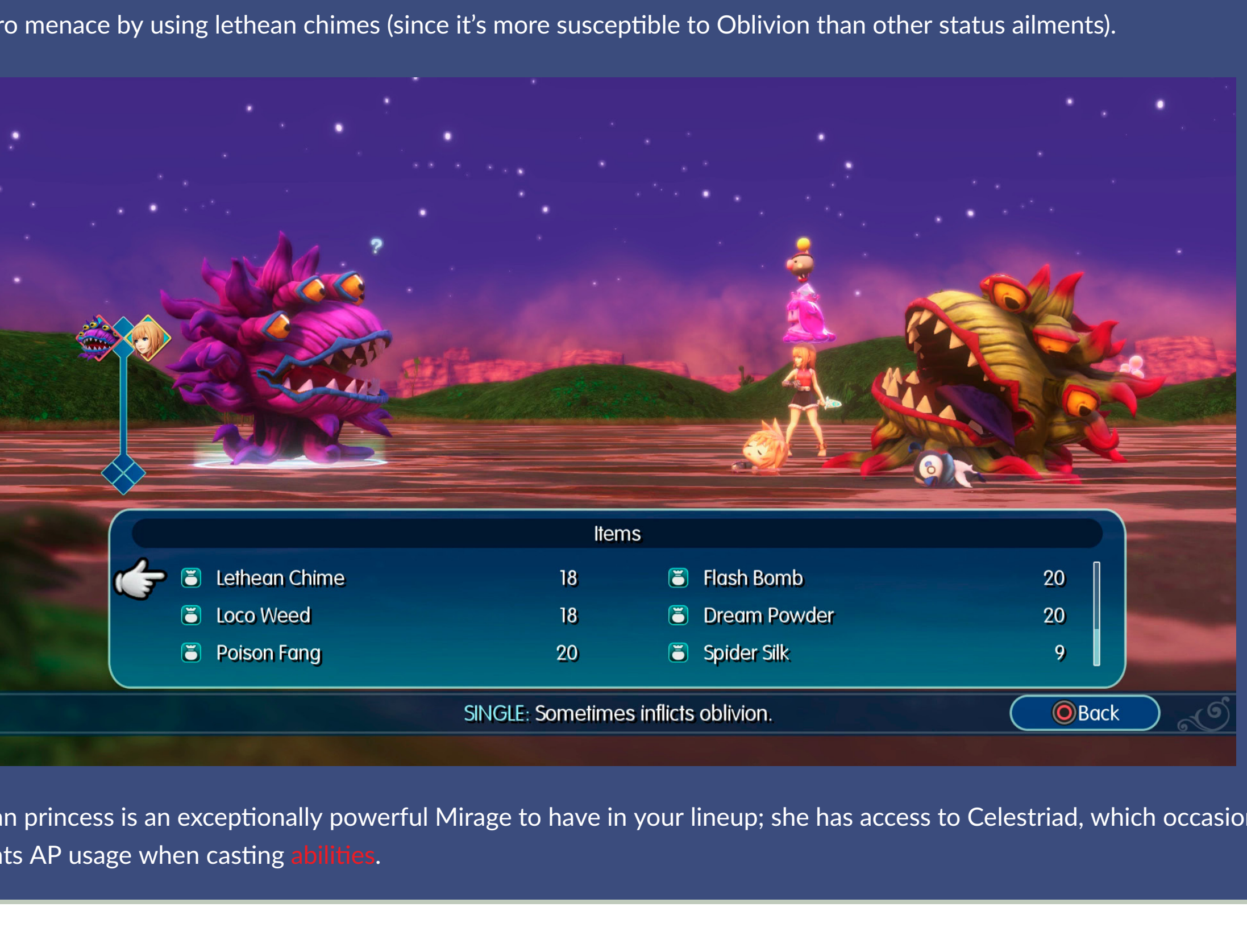
When your average party level is at least 40 to 45, you can return to the Windswept Mire—Secret Fen to take on the malboro menace and princess flan boss stack found here. Defeating it rewards you with mementos of each, which allow you to transfigure your korrigan into a malboro menace and your flan into a princess flan.

You can also directly imprism these two Mirages, although it may take some preparation and multiple attempts (the Mirage stack respawns if you exit the Windswept Mire and return).

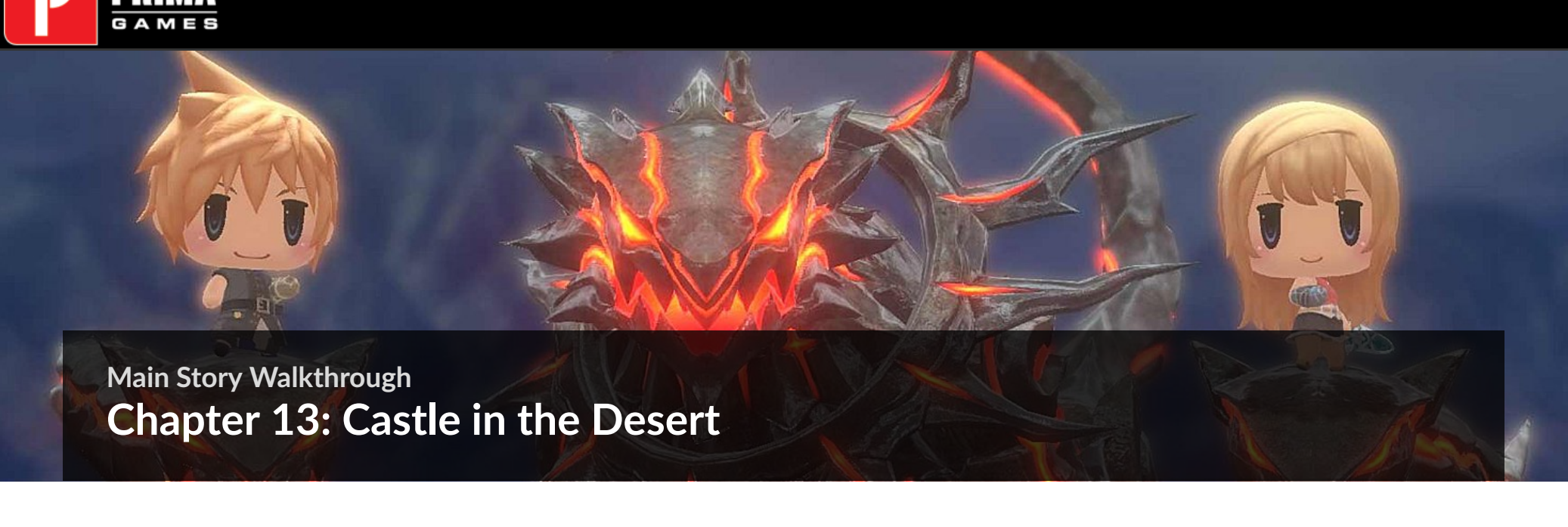
The flan princess's prismtunity is to whittle your party down to one character. The malboro menace's prismtunity is triggered by inflicting a status ailment on it. These are both tough to fulfill at once, so you should only take on one task at a time.

To imprism the flan princess, topple the Mirage stack with a high-strength topple ability like Balancing Act or Misdirection, then defeat the malboro menace normally. When it's just the flan princess left, unstack both of your stacks and attack your own party members until all but one are slain, leaving only either Reynn or Lann left alive. This triggers the flan princess's prismtunity. Beware of the flan princess's Berserk-inflicting "Dance with Me!" attack (you may need to bring tranquilizers for this encounter).

To imprism the malboro menace, follow the steps above, except defeat the princess normally, then inflict Oblivion on the malboro menace by using lethean chimes (since it's more susceptible to Oblivion than other status ailments).


Items
Lethean Chime 18
Loco Weed 18
Poison Fang 20
Flash Bomb 20
Dream Powder 20
Spider Silk 9
SINGLE: Sometimes inflicts oblivion.
Back

The flan princess is an exceptionally powerful Mirage to have in your lineup; she has access to Celestriad, which occasionally prevents AP usage when casting abilities.



Main Story Walkthrough

Chapter 13: Castle in the Desert

With the help of Snow and Shiva-Ixion, the twin Mirage Keepers make it out of the wetlands and find themselves in a vast desert where a dust storm can be seen off in the horizon. Thankfully, there's a caravan outpost nearby where they can rest for a spell.

DESERT PIT STOP

The chapter begins in a large desert bordering the wetlands. Here, there's a Lilikin man standing by a caravan encampment nearby. Talk to him to inquire about the **"Taking Care of Bizzy-izzyness—I"** Miniventure. This Miniventure requires collecting three dragon wings, which are purchasable from the Chocolatte Mart.

I need some of these thing-a-lings so I can make some nice accessories!

What do you say-da-lay? Want to help-ity-delp me out? There'll be a reward-a-dard involved!

Next, enter the caravan behind the quest giver to view a cutscene with a Caravan Member and to take a much-needed break.

Action Checklist
1. Rest at the Caravan
2. Navigate through the Phantom Sands
3. Defeat the sand worms

CHOCOLATTE MART—NEW WARES

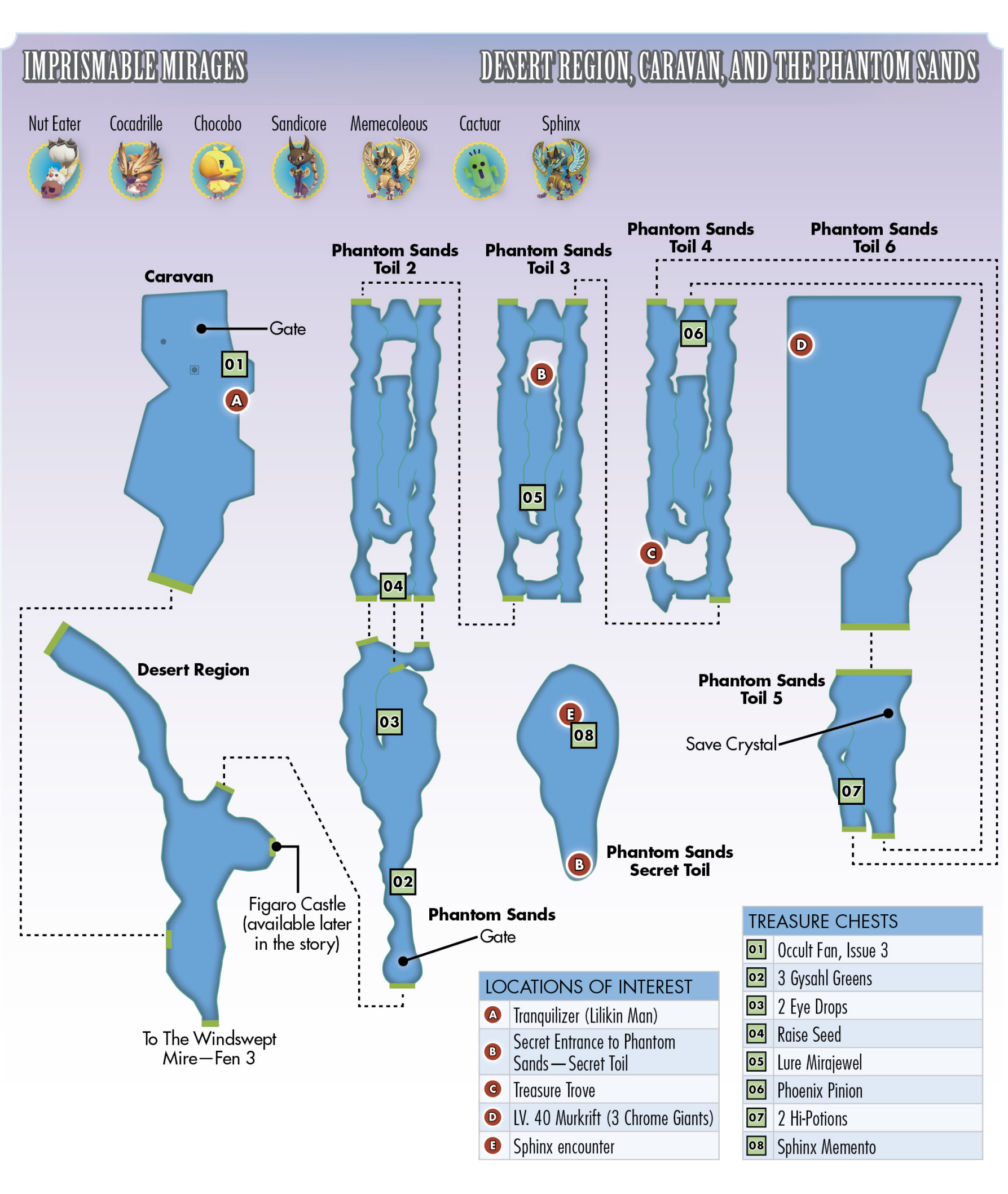
Items	Price
Protect Stone	500
Shell Stone	500

NEW MINIVENTURES

- Taking Care of Bizzy-izzyness—I
- Taking Care of Bizzy-izzyness—II
- Taking Care of Bizzy-izzyness—III
- Taking Care of Bizzy-izzyness—IV
- Taking Care of Bizzy-izzyness—V

There's a Gate back to Nine Wood Hills here along with a Lilikin with the quest, **"Her Jiggly Highness."** To obtain the quest, you need to have a flan in your party (you can imprism one from the Windswept Mire). You probably won't be able to complete this quest now since the flan princess encounter in the Windswept Mire is difficult around this point in the story. When you do complete this quest, you receive a Berserk seed as your reward.

Before you leave, open the treasure chest slightly to its right to obtain **Occult Fan, Issue 3**. Read it for a hint on how to approach the maze in the Phantom Sands (an upcoming dungeon). You can also talk to the locals here to gather information about the area. There's a Lilikin man to the right of the Gate you can talk to who gifts you a tranquilizer after explaining the Berserk status ailment.



LOCATIONS OF INTEREST	
A	Tranquilizer (Lilikin Man)
B	Secret Entrance to Phantom Sands—Secret Toil
C	Treasure Trove
D	LV. 40 Murkrift (3 Chrome Giants)
E	Sphinx encounter

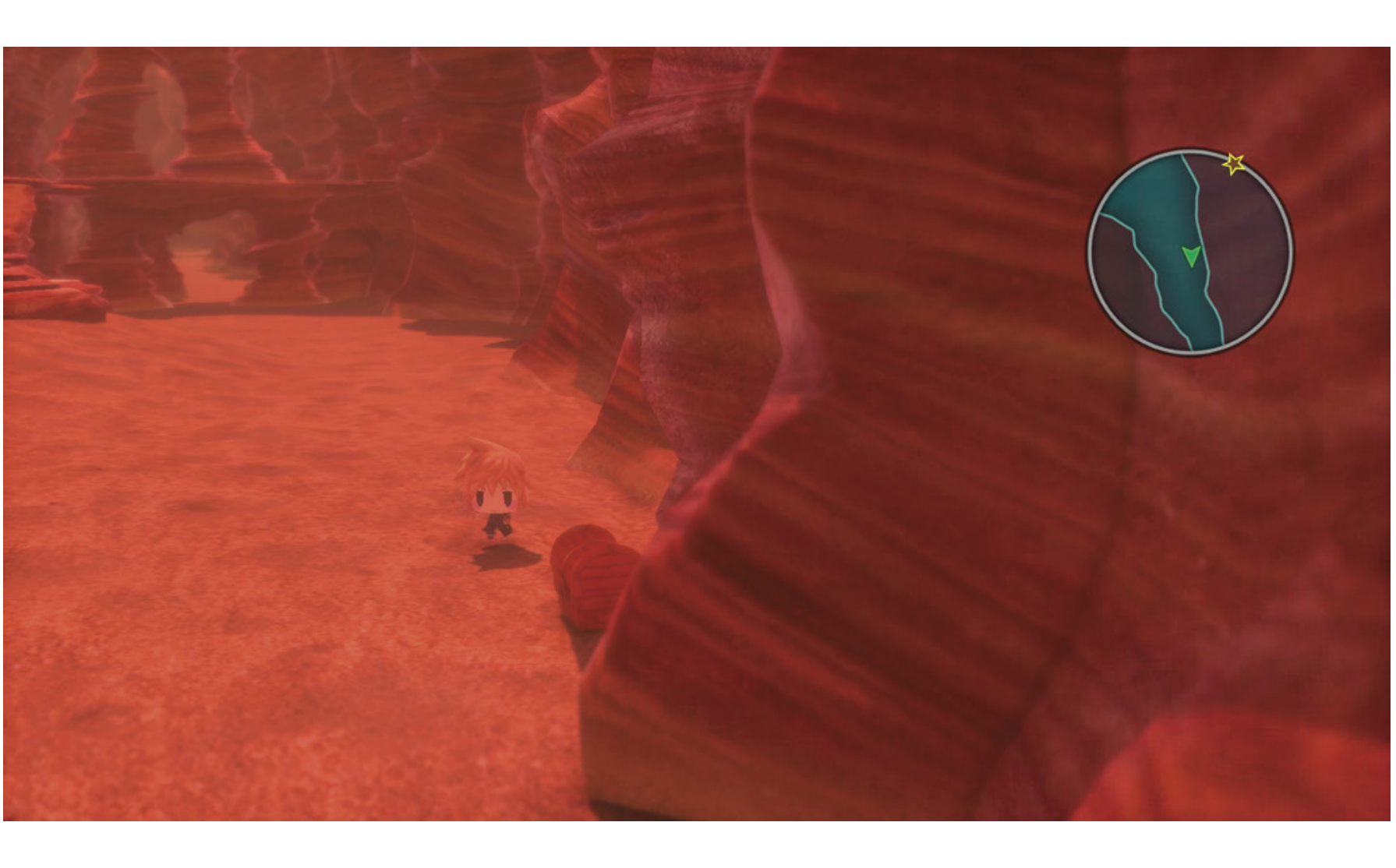
TREASURE CHESTS	
01	Occult Fan, Issue 3
02	3 Gysahl Greens
03	2 Eye Drops
04	Raise Seed
05	Lure Mirajewel
06	Phoenix Pinion
07	2 Hi-Potions
08	Sphinx Memento

If you need to take a break from the story to complete optional quests, collect Mirages, or peruse the new wares at the Chocolatte Mart, return to Nine Wood Hills from the Gate here. You can also purchase Snow's Champion Medal from The Girl Who Forgot Her Name while you're back home. It's highly recommended that you do so, since it's an extremely powerful ice-based attack that targets all enemies. You should have a decent amount of gil by now, too, so don't be afraid to spend it on more ability seeds for the Blank Spaces in your Mirage Boards.

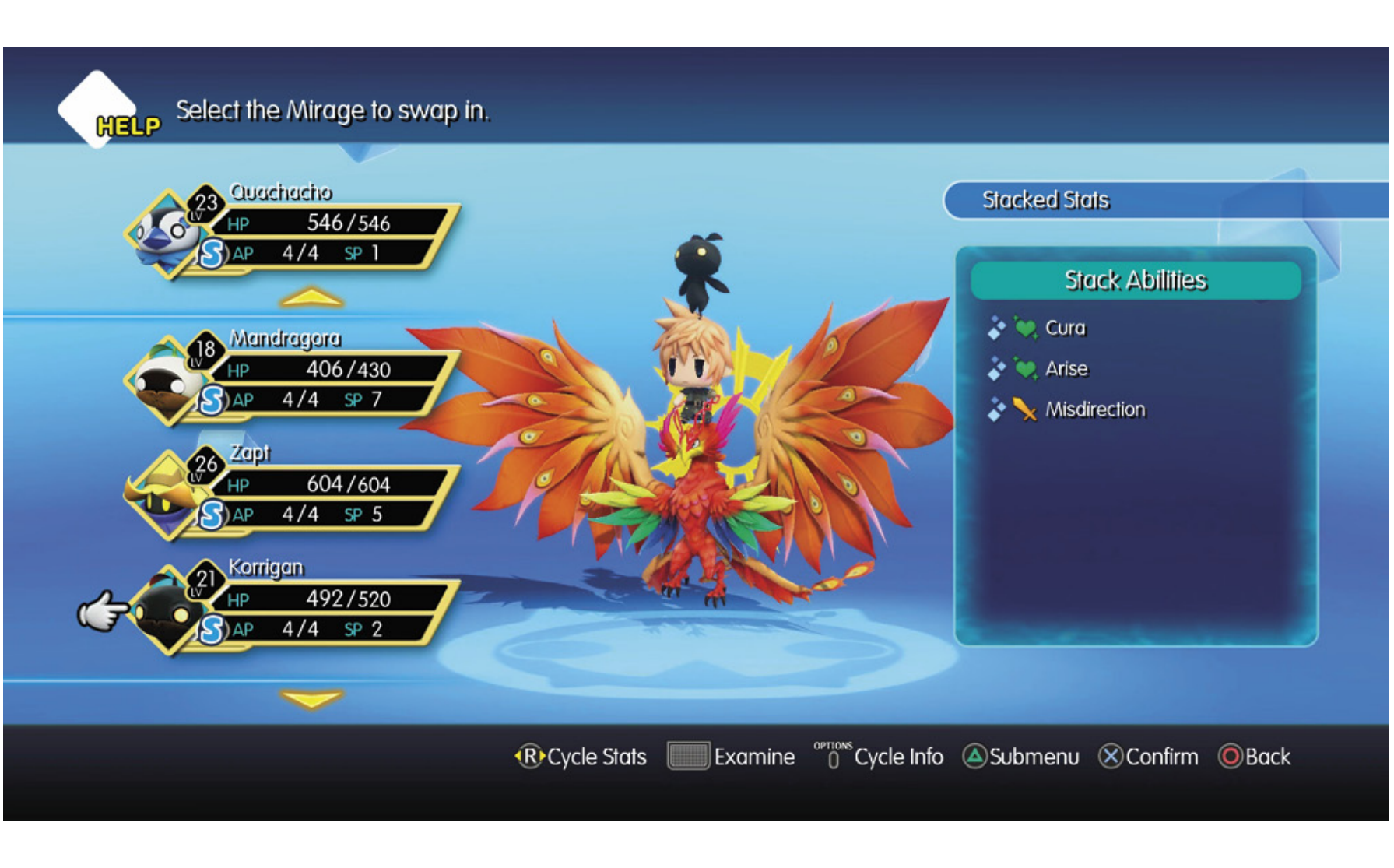
Once you're ready, return to the caravan from the Gate in Sylver Park. Exit the caravan and proceed into the Desert Region. If you have three dragon wings, you can turn them in to the quest giver by the caravan entrance and accept the second part of his quest—refer to the **Town Subquests** section of this book for details. Then, enter the Phantom Sands to the northeast.

The Phantom Sands

From the entrance, talk to the Lilikin woman up ahead. She gives you a similar tip to that seen in Occult Fan, Issue 3. Essentially, follow the sun and you won't get lost. From the Lilikin, go north a few steps. To the right, open the treasure chest for **three gysahl greens**, which you can use to imprism a chocobo Mirage (encountered here in the Phantom Sands).



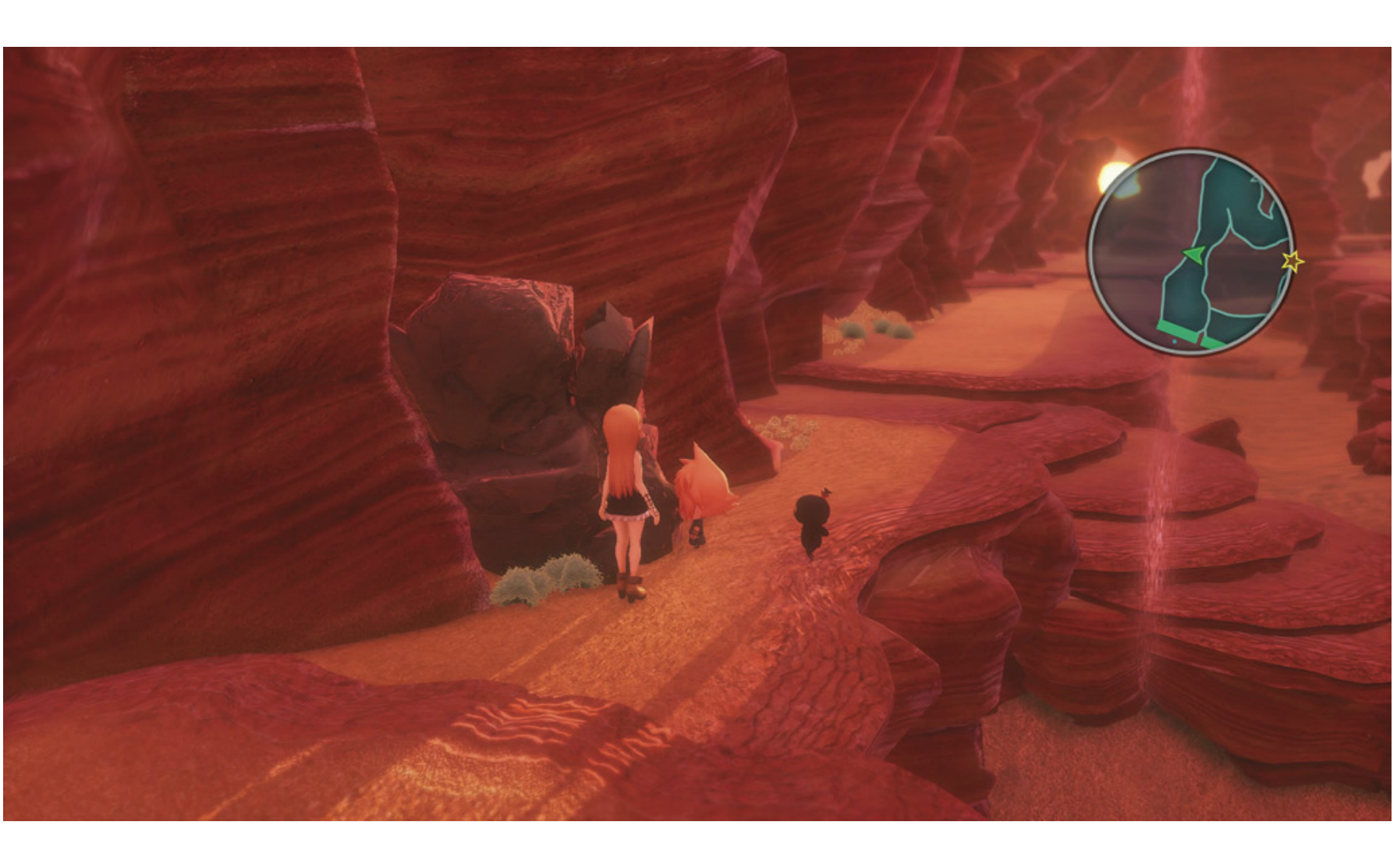
Keep heading north until you reach another treasure chest on ground level. Open it to obtain **two eye drops**. Stay on the ground level and exit into the next area, through the middle exit. This takes you to another chest, which contains a **Raise seed**. Place this in a Blank Space on one of your Mirage Boards. Note that if you have the phoenix Mirage (obtainable from Valley Seven) and another Mirage slotted with the Raise seed in the same stack, you can unlock the Arise spell. This spell is similar to Raise, but it is more powerful.



Select the Mirage to swap in.

HELP
Quachacho 23 HP 546/546 AP 4/4 SP 1
Mandragora 18 HP 406/430 AP 4/4 SP 7
Zapt 26 HP 604/604 AP 4/4 SP 5
Korrigan 21 HP 492/520 AP 4/4 SP 2
Stacked Stats
Stack Abilities
Cura
Arise
Misdirection
Cycle Stats
Examine
Cycle Info
Submenu
Confirm
Back

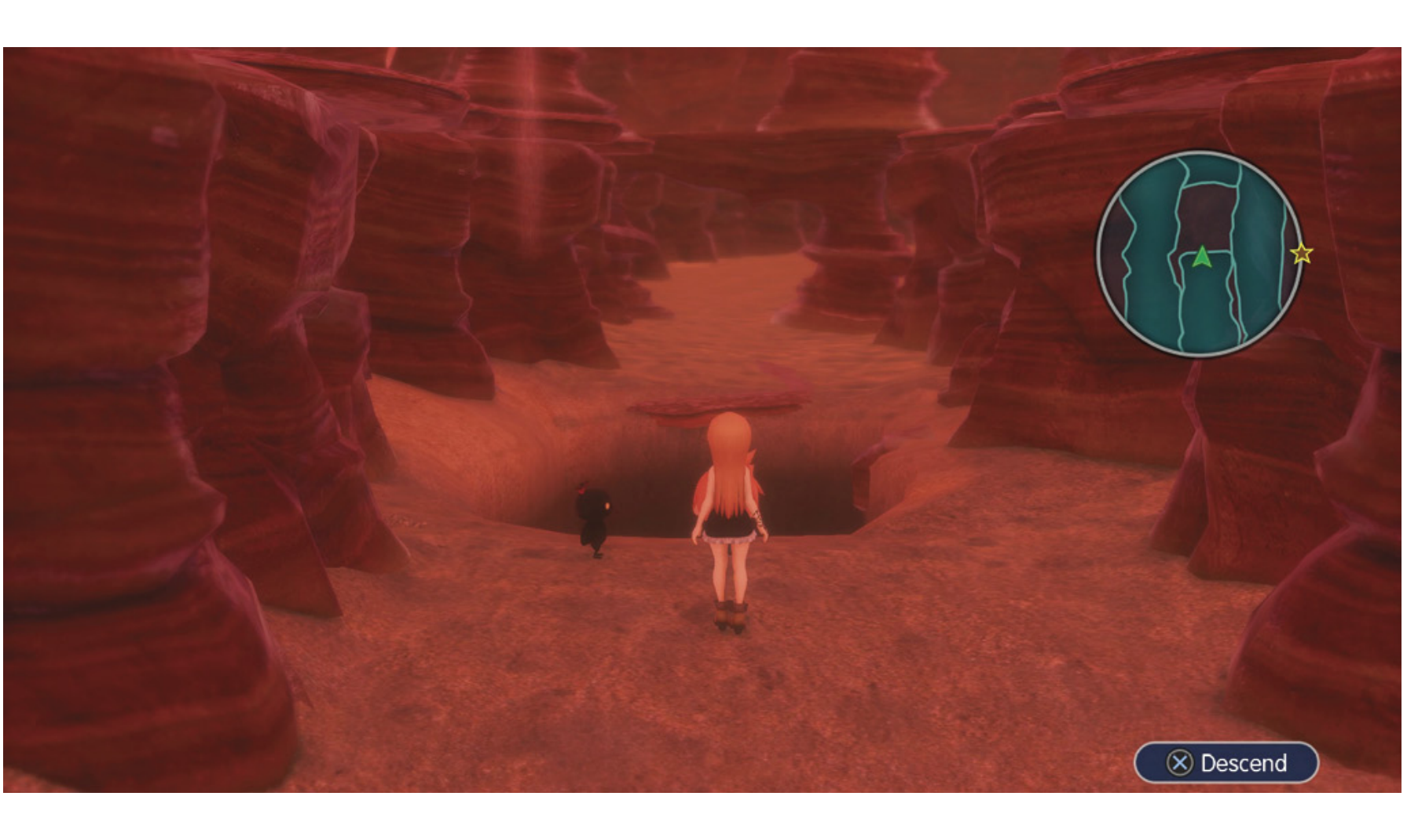
Now, return to the first area and head up the ramp to the west, entering the next area through the upper ridge. Notice the broken statue nearby. This is an indicator of your progress through the maze-like puzzle here; the statue's form depicts how far you are into the maze.



Continue north until you reach the end of the area, where there are two exits. The correct path is the one with the sun shining through it, whereas the other path takes you to the start of the area. You can also tell which one is the correct path by the cactuar-shaped rock formation next to it.

In the third area here, go down the first set of steps and open the treasure chest on the ground level to obtain a **Lure mirajewel**. Equipping this mirajewel increases your likelihood of encountering enemies, which is useful for grinding EXP and hunting Mirages.

From here, there's an optional path to the secret area of the Phantom Sands at the north end on ground level. At the end of this middle path, where it looks like a dead end, you can interact with the pitfall to descend into a hidden room with a treasure chest. The fight here is manageable if you're around Level 25 with access to water-based magic (or if you have a Mega Mirage to help you).

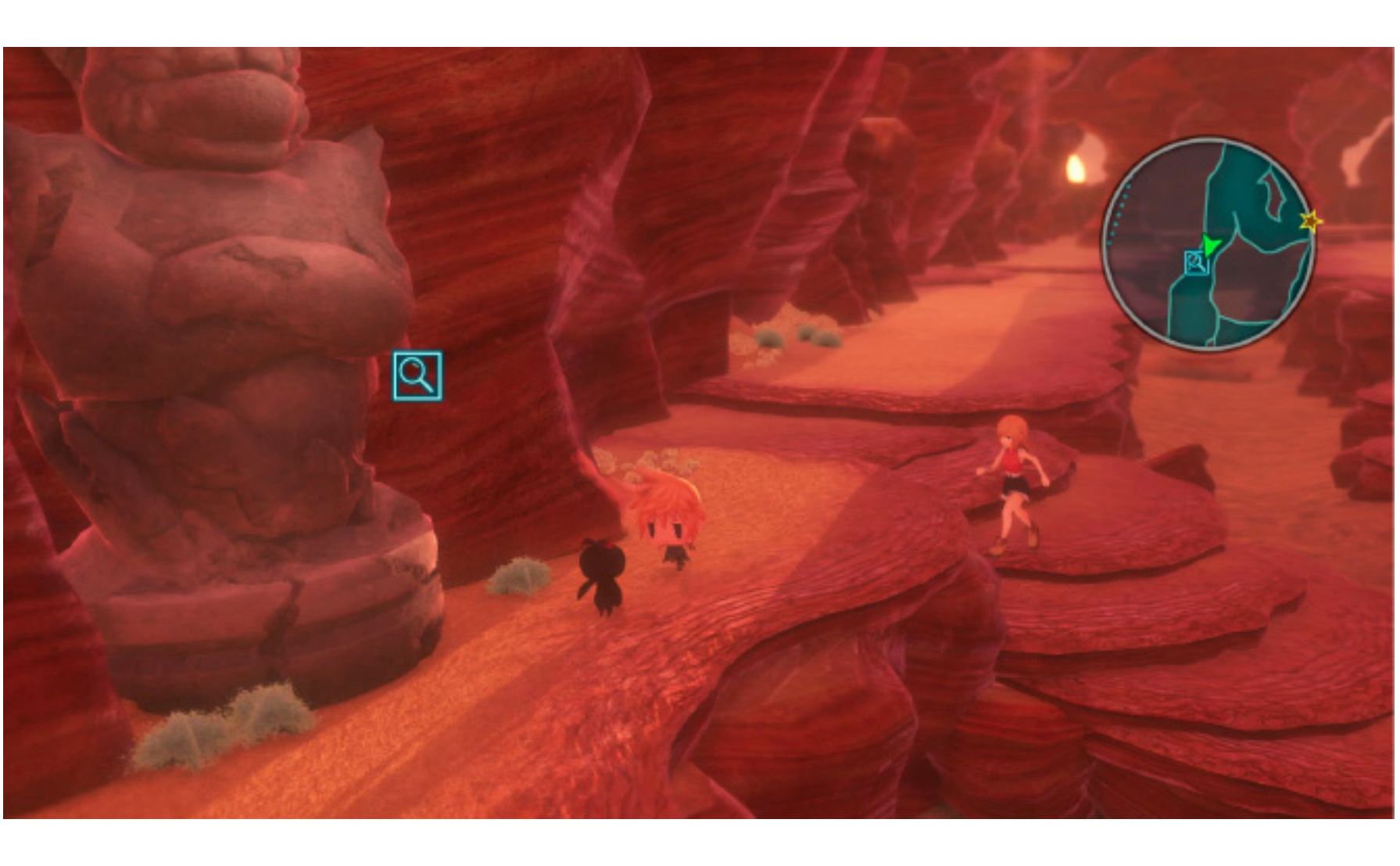


The only way out is to approach the chest, where a large sphinx Mirage attacks you. Defeat or imprism (see the following tip) the sphinx to obtain its guarded treasure, a **sphinx memento**. You're then teleported out to safety (to the southeast portion of the third area).

IMPRISMING THE RARE SPHINX

The sphinx in the secret area of the Phantom Sands has the prismtunity condition of "Deal a lot of damage at once." This can be difficult to accomplish early on in the game, unless you have a water spellstone (you can obtain one early by completing Coliseum arenas). One cast of a water spellstone deals enough damage to inflict the prismtunity, allowing you to imprism the Mirage with ease. These can be obtained from the Coliseum battle, "Catch of the Day 2."

Continue following the sun and cactuar-shaped rock formation, and exit the area through the northeast. If you cross to the west ridge and approach the completed statue, you can uncover a Treasure Trove if you have a strolling Mirage with you.



Finally, exit the maze by taking the northwest path, leading to an oasis. Open the treasure chest nearby for **two hi-potions**, then save your progress at the Save Crystal by the water. If you take the south exit on ground level, you can reach another chest with a **phoenix pinion** inside.

When you're ready to take on the boss of the area, proceed north of the Save Crystal.

BOSS BATTLE: SAND WORMS

139
Miss!
1277
1
1136
9

The party is ambushed by three sand worms. This encounter can prove challenging if your average party level is low, so you should be at least around Level 25. Sand worms primarily deal physical-based damage and can also cast Earthquake, dishing out earth-based damage. To prepare, make sure to have strong ice-based, water-based, and wind-based abilities such as Watera, Blizzara, Aerora, and Channel Element: Water. Additionally, you can prevent Earthquake damage by having a flying large-sized Mirage in your stack (like phoenix).

Weak
1462
Weak
1462
Weak
1462
1755
9
2029
9

If you have Snow's Champion Medal, summon him at the start of the battle to greatly weaken the sand worms while giving your party a defense boost.

Then, take out the sand worms one by one with Blizzara and Watera. Once victorious, the twins are attacked by even more sand worms, but thanks to Lightning, they make an escape.

At nightfall in the oasis, you can talk to caravan members. Then, when you're ready, talk to Lightning to trigger another cutscene, progressing the story. Here, you're introduced to Edgar, who has apparently laid a trap for Reynn and Lann, capturing them. The chapter concludes as the twins are taken as prisoners by Edgar and the Plumed Knight.

FINAL FANTASY ORIGIN—LIGHTNING

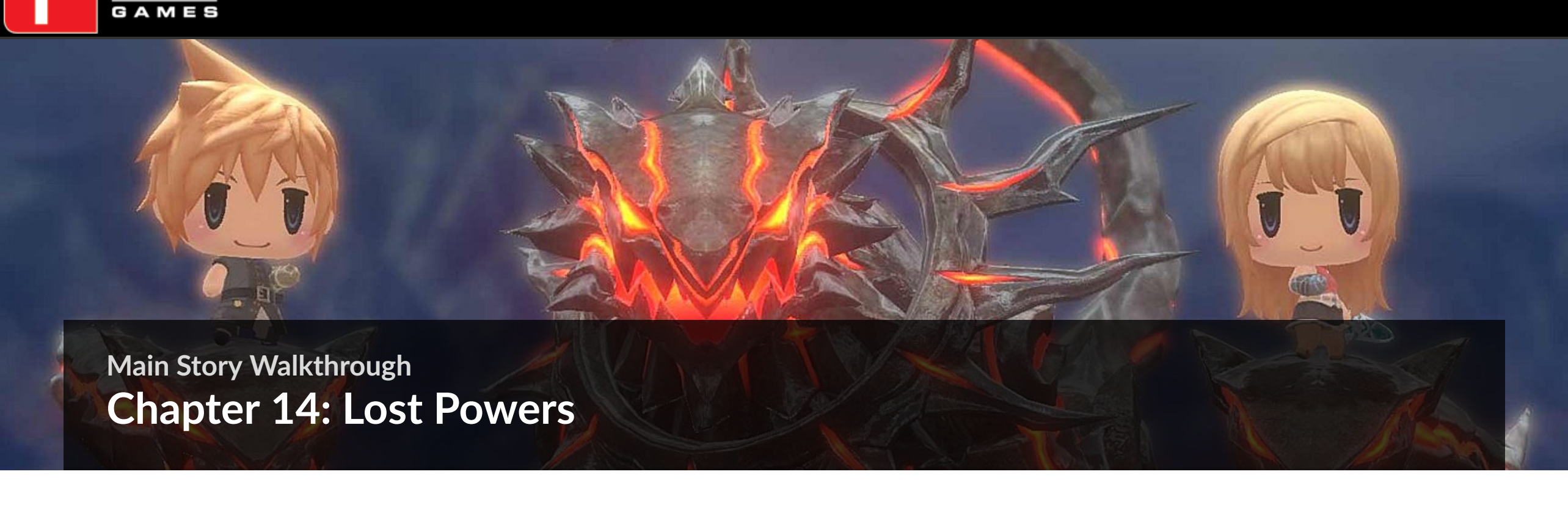
Born as Claire Farron, Lightning is the main protagonist from the Final Fantasy XIII series. FFXIII is the only main title Final Fantasy series so far that's developed into a trilogy (known as the Lightning Saga).

When summoned with her Champion Medal in World of Final Fantasy, Lightning executes her EX Burst attack from Dissidia 012 Final Fantasy.

FINAL FANTASY ORIGIN—EDGAR

Edgar Figaro is originally from Final Fantasy VI. He's the king of the eponymous Figaro Castle where Lann and Reynn are imprisoned below in World of Final Fantasy.

As an engineering expert, his primary combat abilities involve the use of tools like Auto Crossbows, Chainsaws, and Drills.



Main Story Walkthrough

Chapter 14: Lost Powers

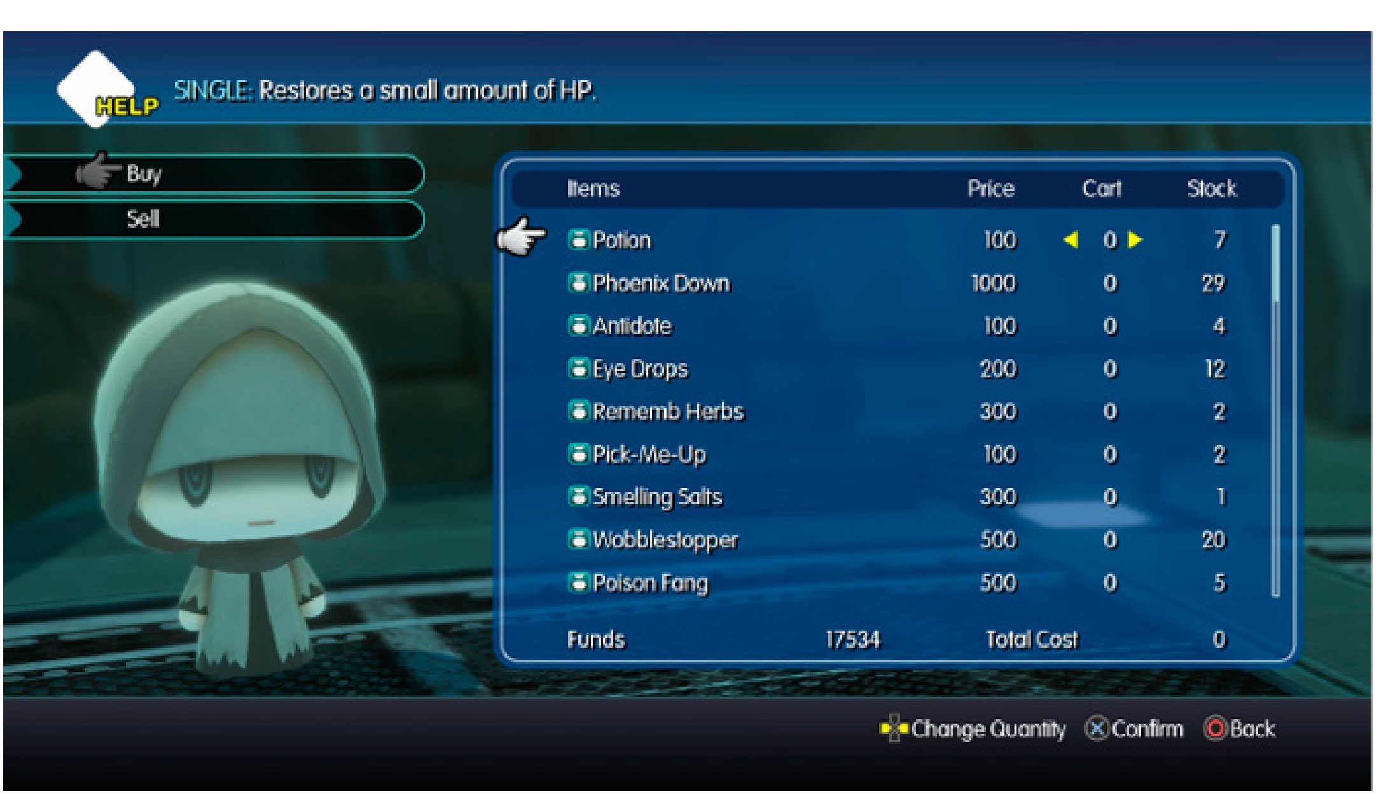
Reynn and Lann awaken in an underground prison facility with their powers neutralized. Without their abilities, they have no way of summoning Tama, and they must find their way out alone. Fortunately, they run into some helpful strangers.

Action Checklist
1. Talk to the Man in Rags
2. Meet Squall and learn about eldboxes
3. Defeat the death machine

PRISON BREAK

The twins start off powerless here near a Save Crystal. Without access to your Mirages, Tama's not around to help guide you, so talk to the fellow inmate nearby. The Man in Rags explains that the prison you're in is beneath Figaro Castle and that machines patrol the area. After the cutscene, you can talk to him again to access a temporary shop. Although Reynn and Lann don't have their powers, they still have access to their gil, so restock on curatives here before making your way out of the prison.

Lann
What did they do? ...Ow!



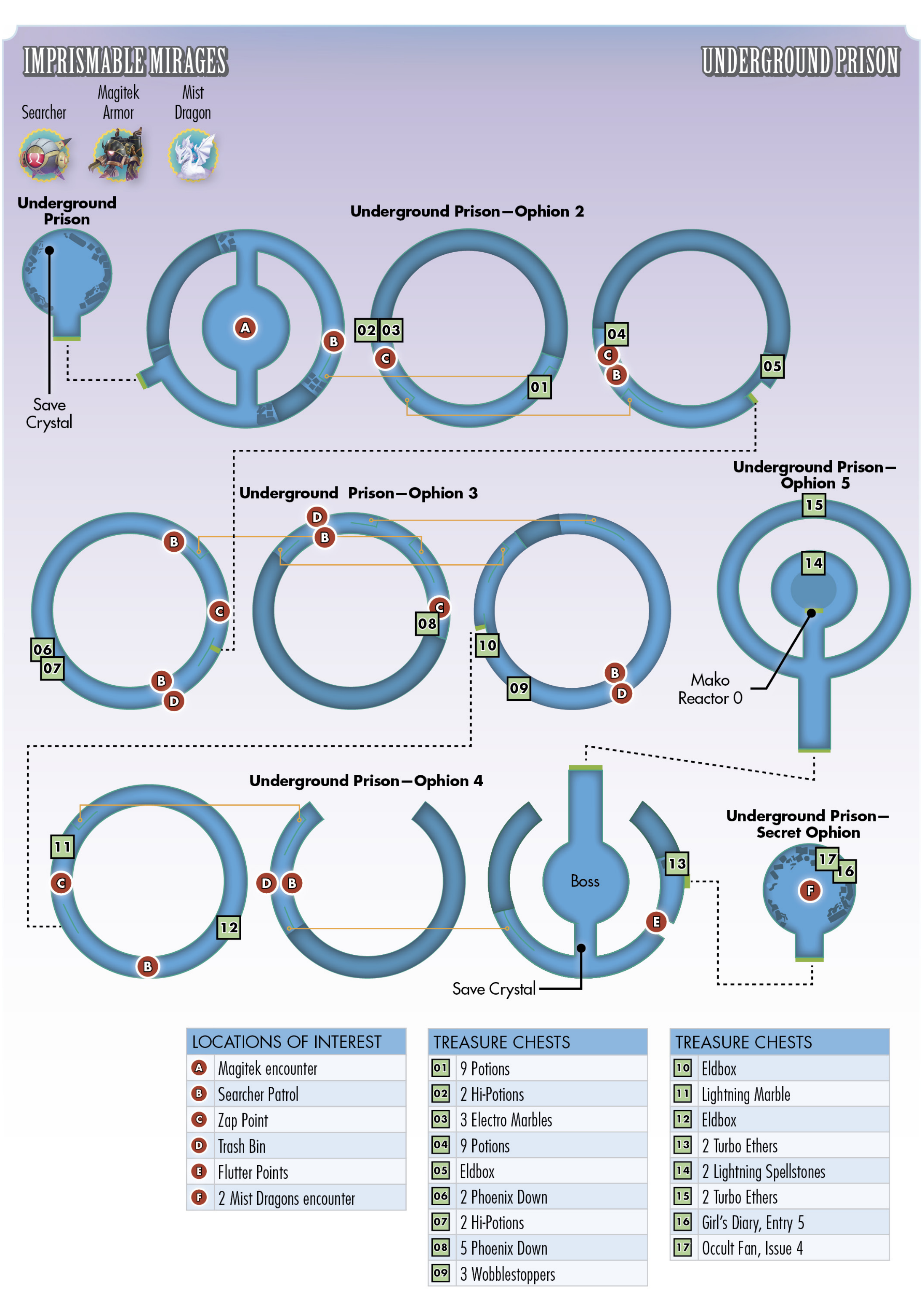
HELP SINGLE: Restores a small amount of HP.

Items	Price	Cart	Stock
Potion	100	0	7
Phoenix Down	1000	0	29
Antidote	100	0	4
Eye Drops	200	0	12
Rememb Herbs	300	0	2
Pick-Me-Up	100	0	2
Smelling Salts	300	0	1
Wobblestopper	500	0	20
Poison Fang	500	0	5

Funds 17534 Total Cost 0

MAN IN RAG'S SHOP

Items	Price
Potion	100
Phoenix Down	1000
Antidote	100
Eye Drops	200
Rememb Herbs	300
Pick-Me-Up	100
Smelling Salts	300
Wobblestopper	500
Poison Fang	500
Dream Powder	600
Loco Weed	800
Flash Bomb	600
War Gong	700
Lethean Chime	800



LOCATIONS OF INTEREST	
A	Magitek encounter
B	Searcher Patrol
C	Zap Point
D	Trash Bin
E	Flutter Points
F	2 Mist Dragons encounter

TREASURE CHESTS	
01	9 Potions
02	2 Hi-Potions
03	3 Electro Marbles
04	9 Potions
05	Eldbox
06	2 Phoenix Down
07	2 Hi-Potions
08	5 Phoenix Down
09	3 Wobblestoppers

TREASURE CHESTS	
10	Eldbox
11	Lightning Marble
12	Eldbox
13	2 Turbo Ethers
14	2 Lightning Spellstones
15	2 Turbo Ethers
16	Girl's Diary, Entry 5
17	Occult Fan, Issue 4

Interestingly, while you're a prisoner here, you're free to leave. Exit the room to initiate your escape and continue through the second room; in the center of the circular room is a forced encounter with some of the machines the inmate warned you about. Defeat is inevitable here, so dying isn't game over. After the party falls, yet another Champion comes to the rescue.

Squall disables the machines and gifts the twins with an **eldbox**, which Lann uses to imprism the defeated Magitek armor. After the cutscene, you're rewarded with a Magitek armor eldbox and an empty eldbox. You can mount a Lilikin form of Reynn or Lann onto the Magitek armor by adding it to one of their Lilikin stack. While Reynn and Lann's powers are neutralized, you won't have access to the Mirage Board menu, so you can't upgrade imprismed machines just yet.

FINAL FANTASY ORIGIN—SQUALL

Squall Leonhart is from Final Fantasy VIII and is the game's main protagonist.

Before meeting Rinoa, Squall's personality is largely cold, quiet, and standoffish because of the troubling events experienced during his childhood.

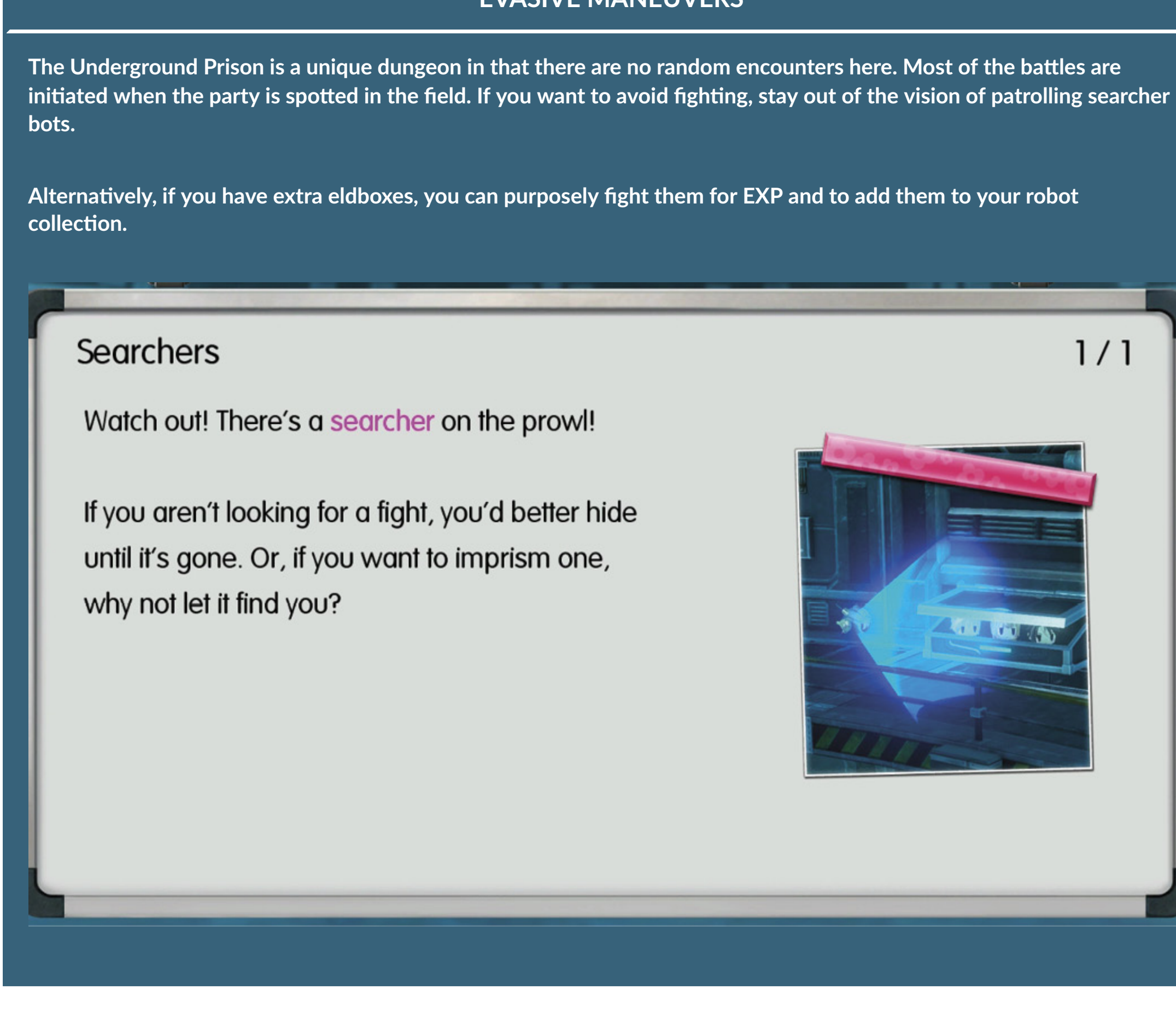
His face is marked by a large and distinct scar that he received during a duel with his rival, Seifer.

Proceed around the circular area. The path wraps around to the east toward descending stairs. Here, there's a forced encounter with some machines as a searcher spots you. You can imprism this searcher to add to one of your stacks, increasing your combat effectiveness.

EVASIVE MANEUVERS

The Underground Prison is a unique dungeon in that there are no random encounters here. Most of the battles are initiated when the party is spotted in the field. If you want to avoid fighting, stay out of the vision of patrolling searcher bots.

Alternatively, if you have extra eldboxes, you can purposely fight them for EXP and to add them to your robot collection.



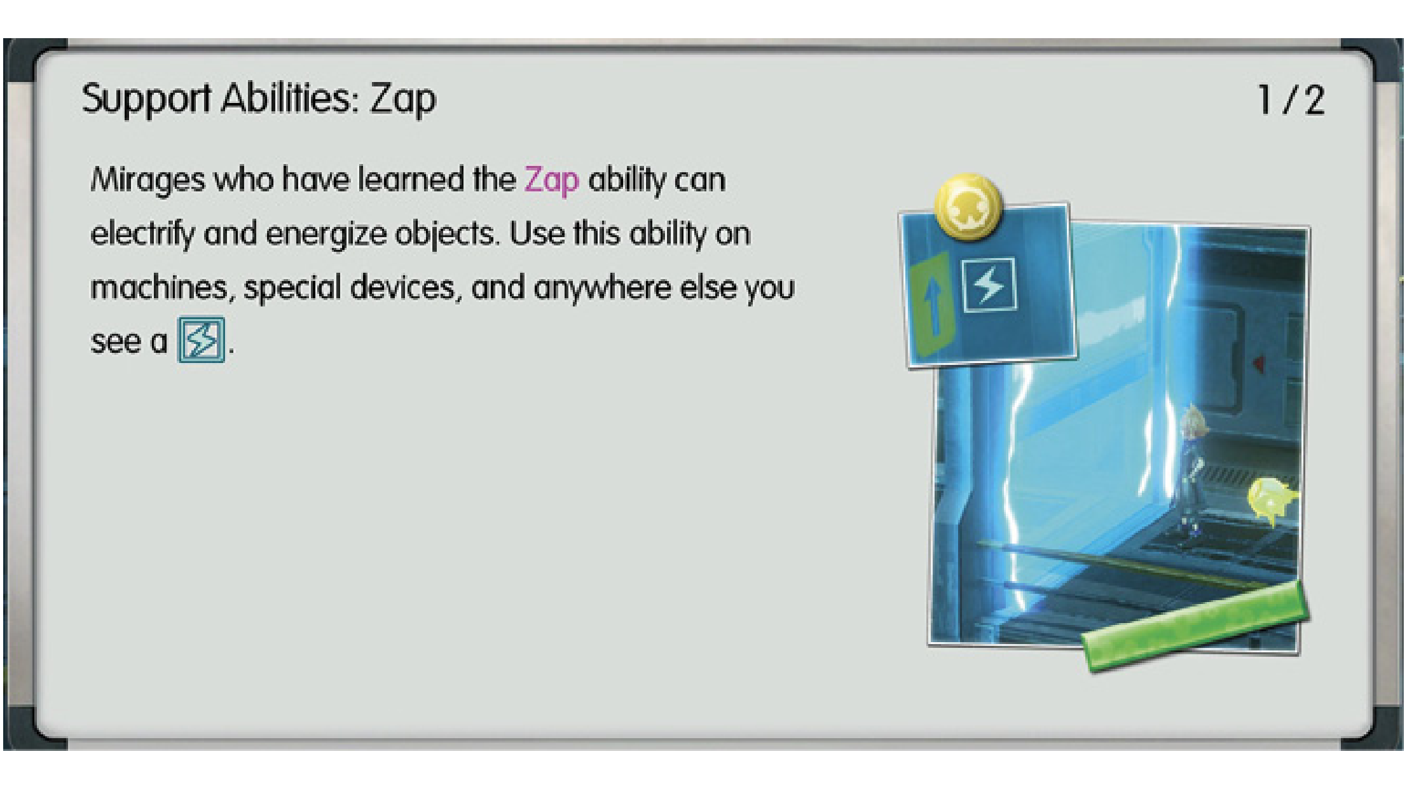
Searchers 1 / 1

Watch out! There's a searcher on the prowl!

If you aren't looking for a fight, you'd better hide until it's gone. Or, if you want to imprism one, why not let it find you?

After imprismimg the searcher and adding it to one of your stacks, continue down the stairs into the second portion of the area (check the in-game map in case you lose your bearings). On this level under the stairs, pick up **nine potions** from the treasure chest there. These are extremely handy here, considering you don't have access to the Cure spell. Use these liberally as you progress through the prison.

Continue west in this area until you reach a force field, where you learn about the Zap support ability.



Support Abilities: Zap 1 / 2

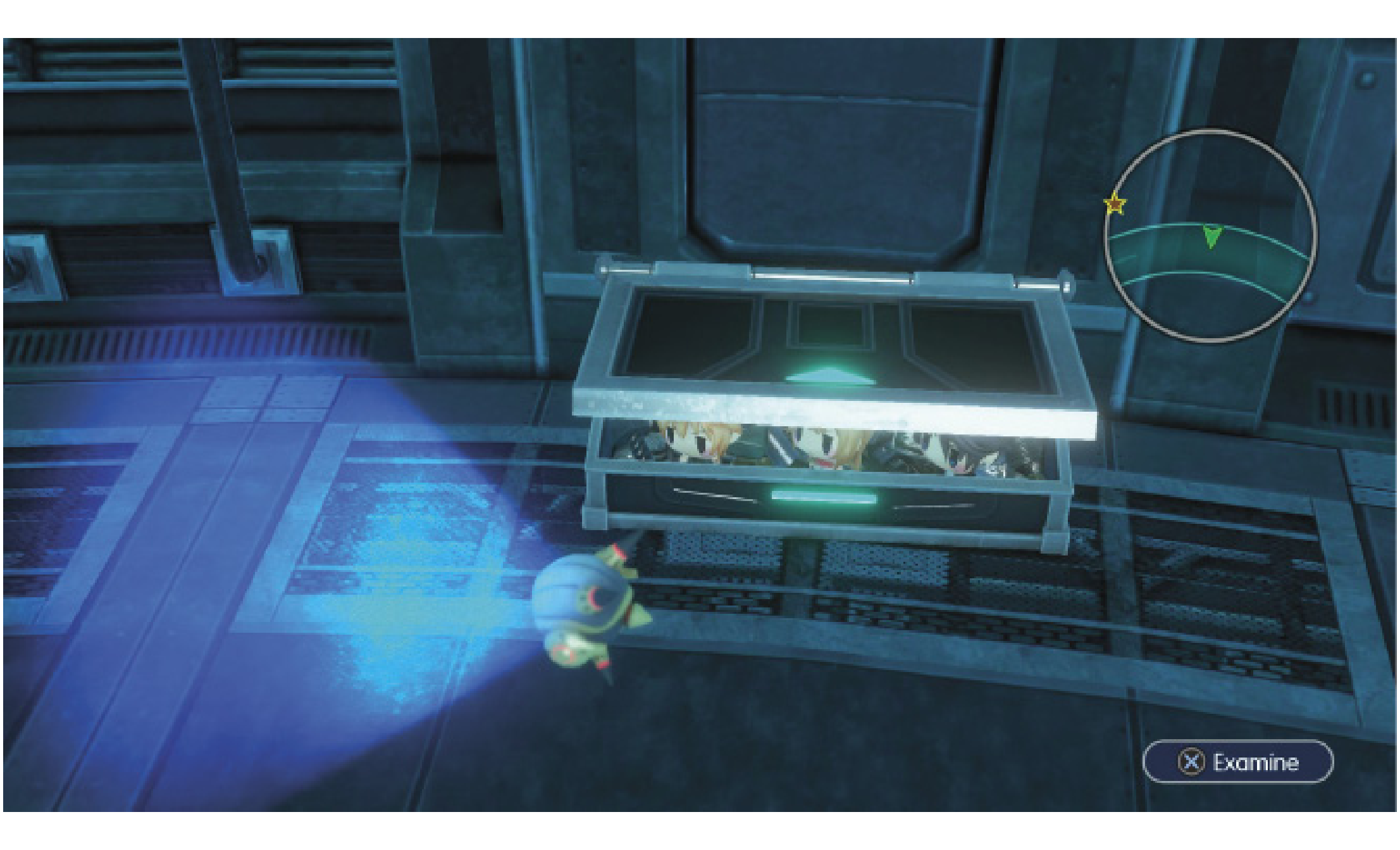
Mirages who have learned the Zap ability can electrify and energize objects. Use this ability on machines, special devices, and anywhere else you see a ☒.

The searcher that you can imprism conveniently has access to the Zap ability, which can disable the force fields you encounter. Behind this force field are two treasure chests. Open them to pick up **two hi-potions** and **three electro marbles**.

Continue down and under the nearby stairs, heading to the west portion of the next floor. Defeat the patrol here, then continue west until you get to another chest containing another set of **nine potions**.

Now, turn around and head east. Before descending the stairs here and leaving Ophion 2, open the treasure chest nearby to obtain another **eldbox**. You can use this to imprism another Magitek armor or searcher. It's recommended that you have imprismed at least two searchers and two Magitek armors so that you have your stacks completely filled out for maximum combat efficiency.

From the start of Underground Prison—Ophion 3, go beneath the stairs and continue to the west portion of the circle. There's a trash bin you can hide in to avoid the patrolling searcher nearby.



Climb out as the searcher passes you. Then, in the west portion of the area, pick up **two hi-potions** and **two phoenix down** from the chests there. Descend the stairs in the northeast portion of the platform and disable the force field in front of you. Open the chest behind it for **five phoenix down**. Find and go down the descending stairs in the northwest portion of the walkway (watch out for the searchers!). Here, the exit of the area is directly in front of you. But first, collect the two treasure chests on this level before leaving. The first chest is behind the descending stairs, and it contains an **eldbox**. You can find the second chest slightly farther south, and it holds **three wobblestoppers**. Turn around and return to the descending stairs to progress into the next area.

You start on Ophion 4 near the southwest portion of the platform. Go to the northwest section under the stairs to disable a force field and collect a **lightning marble** from a treasure chest there. Keep running in that direction past the descending stairs until you get to another treasure chest (there's another searcher nearby, so be careful). Open it to obtain an **eldbox**, then return and go down the descending stairs. You're almost free of this round prison!

Avoid the searcher up ahead (or defeat it to level up your new Mirages), then proceed down another flight of stairs, leading to a Save Crystal. Save your progress here, then continue on for a minor boss fight with a death machine.

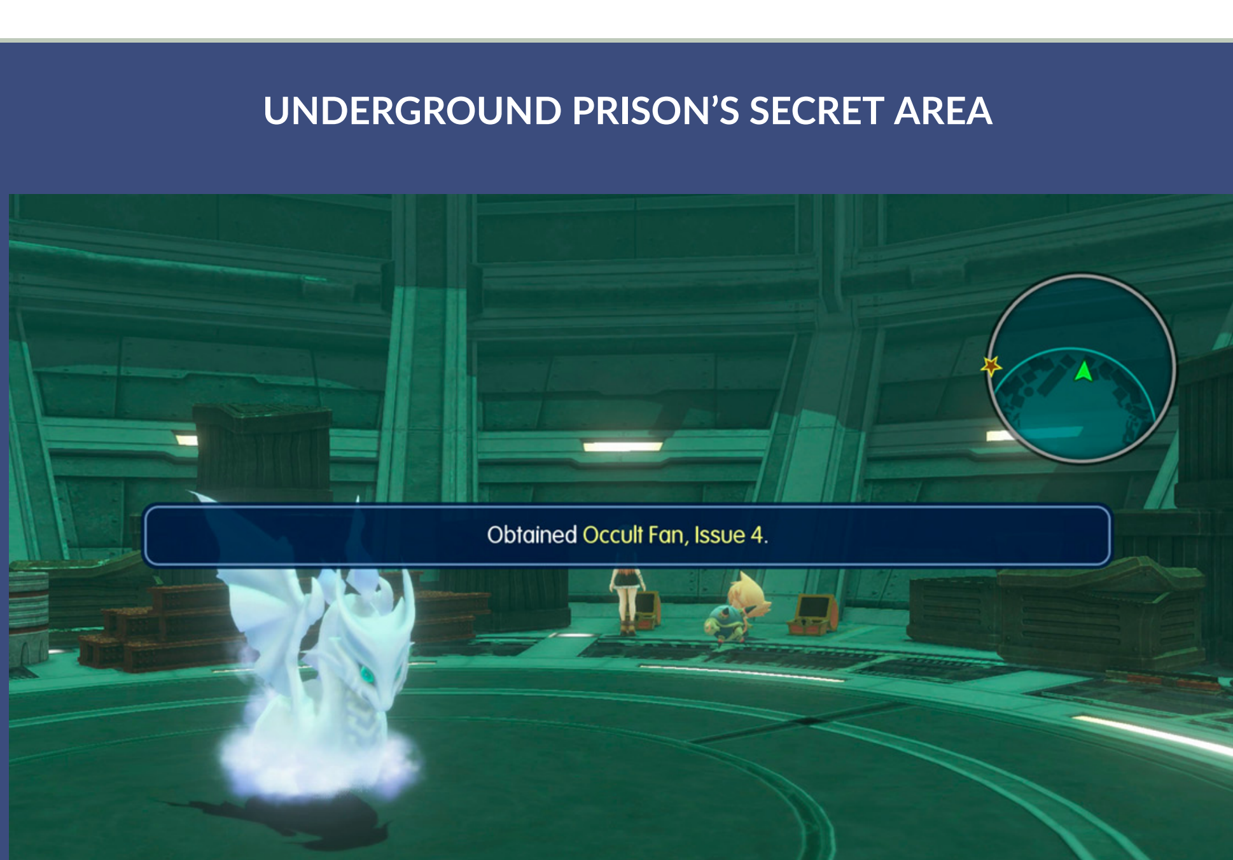
Since you don't have access to Mirages (thus, abilities), this is a straightforward battle. Fortunately, you've boosted your combat effectiveness by imprismimg some Magitek armors and searchers. You can win through brute force by repeatedly issuing "Attack" commands (which should be sufficient if you're a high enough level). Alternatively, you can use the electro and lightning marbles you've collected up to this point to make quick work of the machine due to its vulnerability to thunder. If you need to restore HP, use the potions that you gathered on the way here.

1063
8
1430
12

After you defeat the death machine, an army of Magitek armors drops down for an assault. Squall stays behind to deal with them while the twins escape and the story chapter ends.

Squall
I'll hold these clunkers off here.
Go on without me.

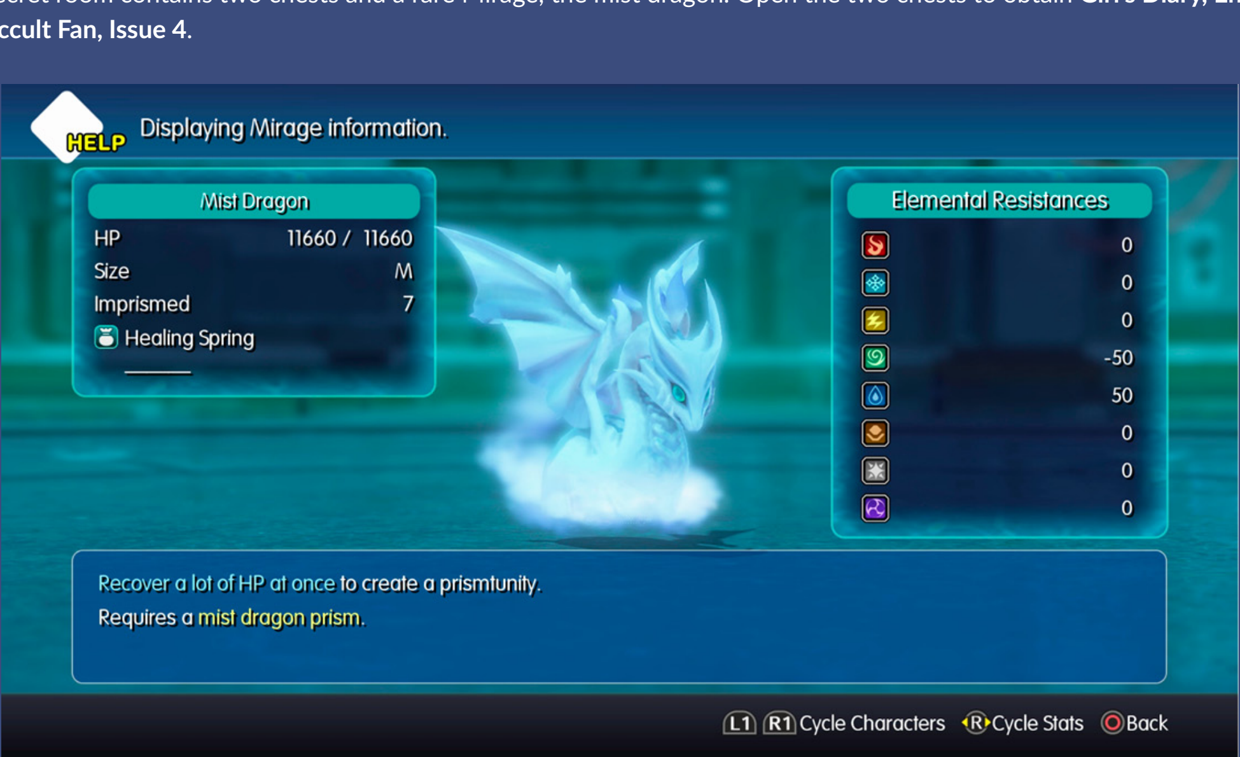
UNDERGROUND PRISON'S SECRET AREA



Obtained Occult Fan, Issue 4.

After Reynn and Lann regain control of their Mirages, you can return to Ophion 4, just before the death machine battle (near the Save Crystal), to access the Underground Prison's secret room. You need to have the Flutter support ability here, so bring a moogle or floating eye to ferry you across. Open the treasure chest containing **two turbo ethers** near the entrance to the hidden room, then enter.

This secret room contains two chests and a rare Mirage, the mist dragon. Open the two chests to obtain **Girl's Diary, Entry 5** and **Occult Fan, Issue 4**.



HELP Displaying Mirage information.

Mist Dragon
HP 11660 / 11660
Size M
Imprismed 7
Healing Spring

Elemental Resistances
0
0
0
-50
50
0
0
0

Recover a lot of HP at once to create a prismtunity.
Requires a mist dragon prism.

The mist dragon encounter here can prove difficult, but it's manageable for a prepared party. You should be at least level 30 to 35 and have either an elixir or x-potion with you (this is vital).

The best way to deal with these dragons is to imprism one quickly, then defeat the second with wind-based abilities. The prismtunity condition for the mist dragon is like the phoenix's: you must restore a large amount of HP at once. The best way to do this is to use a max-healing item on a mist dragon. You don't need to damage the mist dragon at all. Simply throwing an x-potion, a mega potion, or an elixir at it satisfies its prismtunity, allowing you to imprism it. You can trigger the prismtunity multiple times to make imprismimg easier, but of course, that requires multiple valuable max-healing items.

Then, fight and defeat the second mist dragon normally, using wind-based spells and abilities.

Chapter 15: The Mako Reactor and the Black Mages

Reynn and Lann continue through the Underground Prison, nearing a connecting facility resembling some kind of power plant. They run into a woman they think is an agent of the League of S, but she becomes hostile and attacks the twins.

Action Checklist
1. Fight Shelke and regain Mirage abilities
2. Solve Mako Reactor 0's Zap puzzles
3. (Optional) Obtain a dazzledisk
4. Abort the reactor's meltdown and repair its core

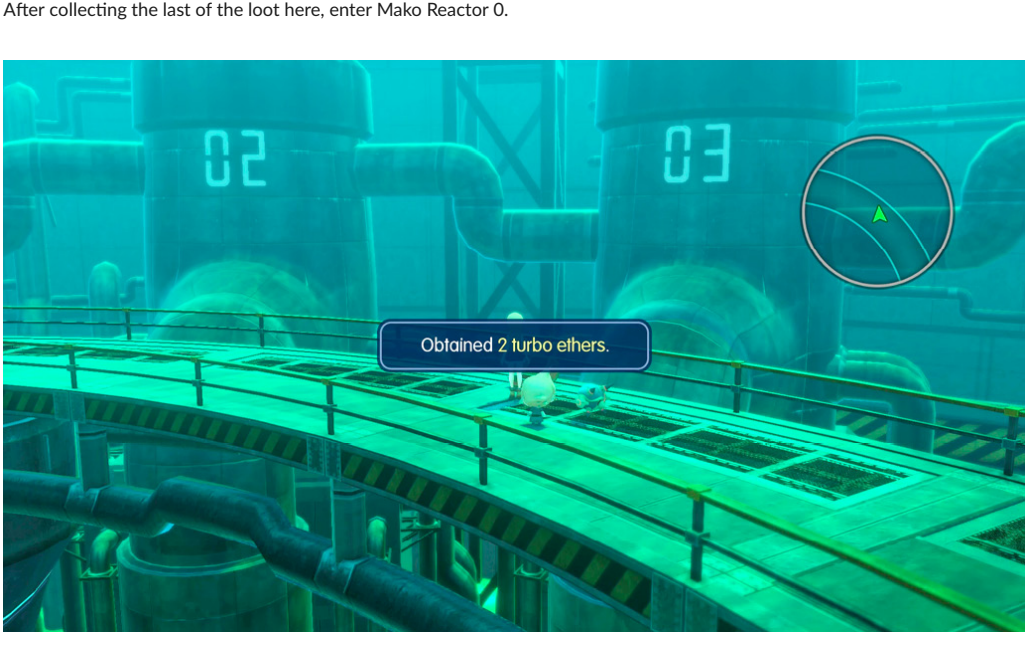
NEW MINIVENTURES

- The Battle for Teatime—I
- The Battle for Teatime—II
- The Battle for Teatime—III
- Picking up the Slacker's Slack

ROUTE THROUGH THE REACTOR

This chapter begins with a hostile Shelke attacking Reynn and Lann. The encounter is unwinnable, so don't bother wasting your items trying to defeat her. After the party falls to her energy blade attacks, a cutscene plays where the twins regain their powers thanks to Shelke's Countertek neutralization ability.

Now that the Mirage Keepers have recovered their abilities, Tama gets to rejoin the party. When the cutscene ends, you're left in Ophion 5 of the Underground Prison, next to the entrance to Mako Reactor 0 (your next destination). Before you enter the reactor, open two treasure chests nearby. The first, containing **two lightning spellstones**, lies at the opposite end of the inner circular area (behind the Mako Reactor 0 entrance), and the other, holding **two turbo ethers**, is located along the outer circle. After collecting the last of the loot here, enter Mako Reactor 0.

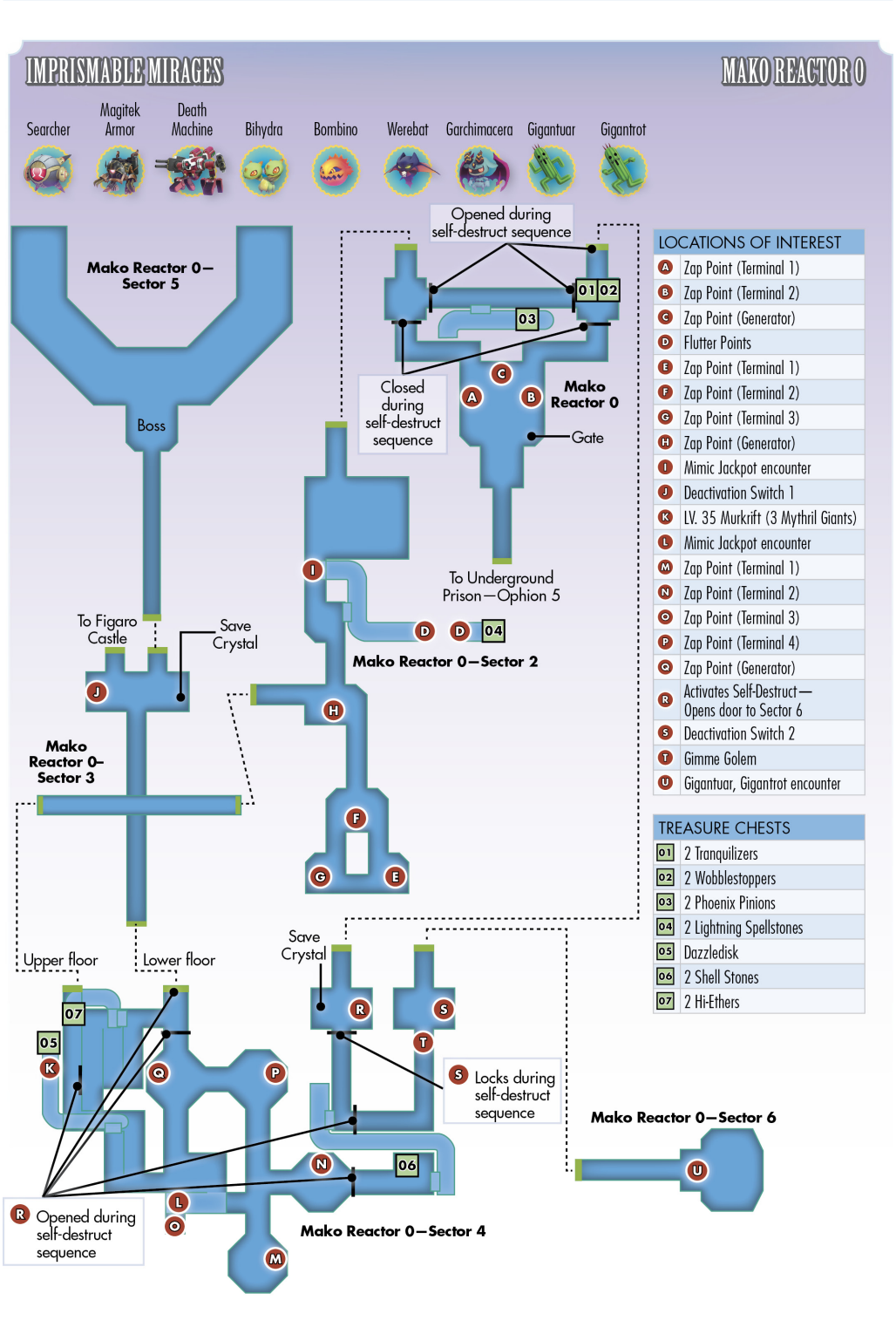

Obtained 2 turbo ethers.

FINAL FANTASY ORIGIN—SHELKE

Shelke Rui, also known as Shelke the Transparent, is from Dirge of Cerberus: Final Fantasy VII, a spinoff of Final Fantasy VII.

When Shelke was only nine years old, Shinra discovered that she possessed unique Synaptic Net Dive abilities (allowing her to infiltrate not only computers, but people's minds). She was induced into SOLDIER and experimented on for use in warfare. Her permanent appearance as a nine-year-old is a side effect of these experiments.

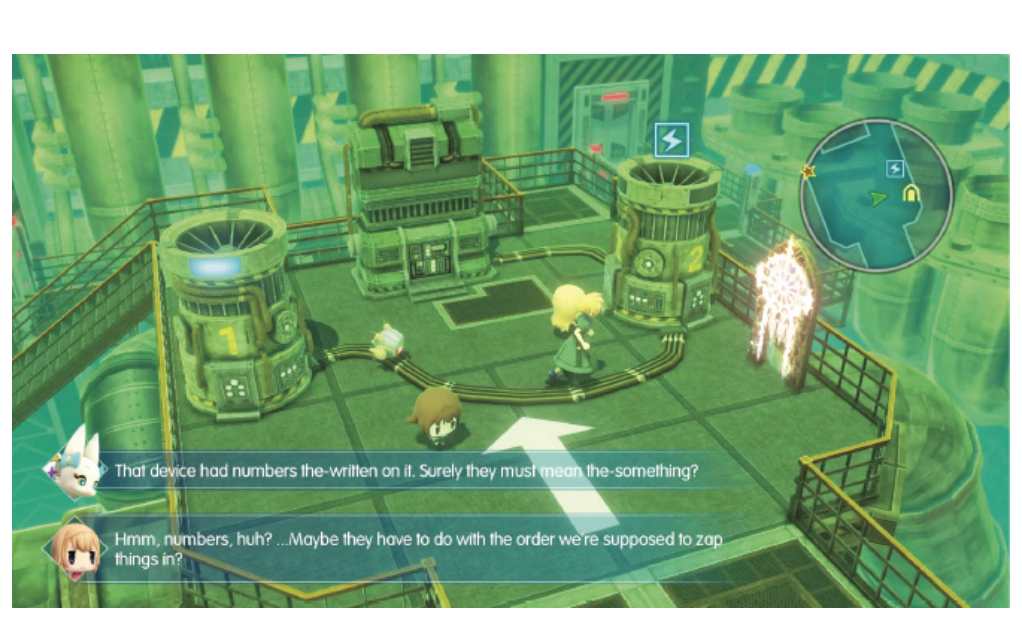
Shelke wields energy-projection blades for weapons and requires treatments of mako to survive (which explains the glow of her eyes).

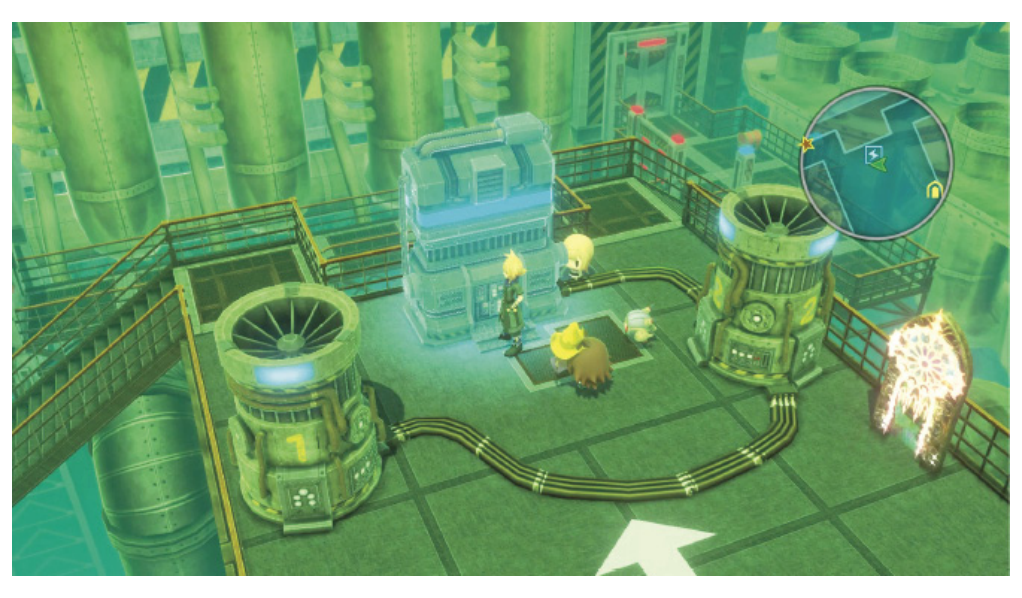

IMPRISMABLE MIRAGES
MAKO REACTOR 0
Searcher
Magitek Armor
Death Machine
Bihydra
Bombino
Werebat
Garchimacera
Gigantuar
Gigantrot
Mako Reactor 0—Sector 5
Boss
Opened during self-destruct sequence
01
02
03
Closed during self-destruct sequence
A
B
C
Mako Reactor 0
Gate
To Underground Prison—Ophion 5
D
D
04
I
Mako Reactor 0—Sector 2
To Figaro Castle
Save Crystal
J
H
Mako Reactor 0—Sector 3
F
G
E
Upper floor
Lower floor
Save Crystal
R
S
T
07
05
K
Q
P
S Locks during self-destruct sequence
Mako Reactor 0—Sector 6
U
N
06
L
O
M
R Opened during self-destruct sequence
Mako Reactor 0—Sector 4
LOCATIONS OF INTEREST
A Zap Point (Terminal 1)
B Zap Point (Terminal 2)
C Zap Point (Generator)
D Flutter Points
E Zap Point (Terminal 1)
F Zap Point (Terminal 2)
G Zap Point (Terminal 3)
H Zap Point (Generator)
I Mimic Jackpot encounter
J Deactivation Switch 1
K LV. 35 Murkrift (3 Mythril Giants)
L Mimic Jackpot encounter
M Zap Point (Terminal 1)
N Zap Point (Terminal 2)
O Zap Point (Terminal 3)
P Zap Point (Terminal 4)
Q Zap Point (Generator)
R Activates Self-Destruct—Opens door to Sector 6
S Deactivation Switch 2
T Gimme Golem
U Gigantuar, Gigantrot encounter
TREASURE CHESTS
01 2 Tranquilizers
02 2 Wobblestoppers
03 2 Phoenix Pinions
04 2 Lightning Spellstones
05 Dazzledisk
06 2 Shell Stones
07 2 Hi-Ethers

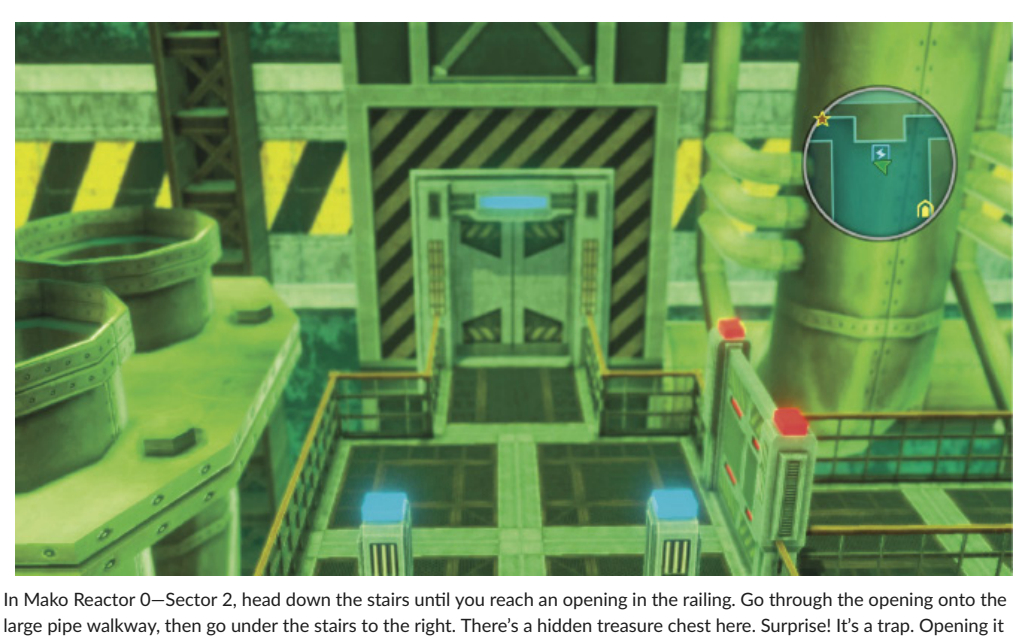
Here in the Mako Reactor, you're required to have the Zap support ability. Bring along either a searcher or a zapt Mirage. If you still need to imprism a searcher, you can do so here or in the Underground Prison. In the unlikely event that you've run out of eldboxes and still don't have access to the Zap ability (maybe you used all of your eldboxes imprisming Magitek armors), you can transfigure one of your Magitek armors into a searcher.

There's a Gate near the entrance if you want to take a break. If you haven't done so, now is a good time to revisit prior dungeons and imprism their rare Mirages (such as a kupicaroon in Saronia Docks, a magic jar in Pyreglow Forest, and a phoenix in Valley Seven).

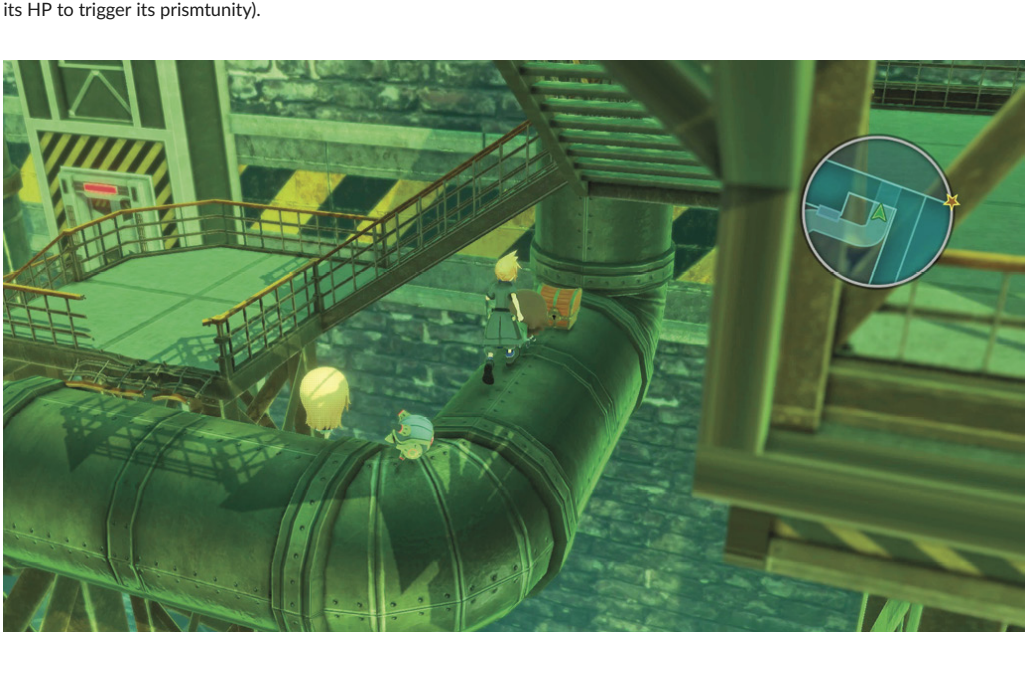
At the entrance of Mako Reactor 0, there's a Zap puzzle that you must solve before you can progress. There are two terminals with Zap points that you can trigger. Here, the terminals are labeled with the numbers "1" and "2." This gives you the order in which they need to be turned on, so go ahead and turn on the left terminal and then the right one to unlock access to the main generator in the center. Zapping the center panel reveals another unlock—a door in the northwest portion of the area. Now that it's green, you can go through it and into Mako Reactor 0—Sector 2.


That device had numbers the-written on it. Surely they must mean the-something?
Hmm, numbers, huh? ...Maybe they have to do with the order we're supposed to zap things in?



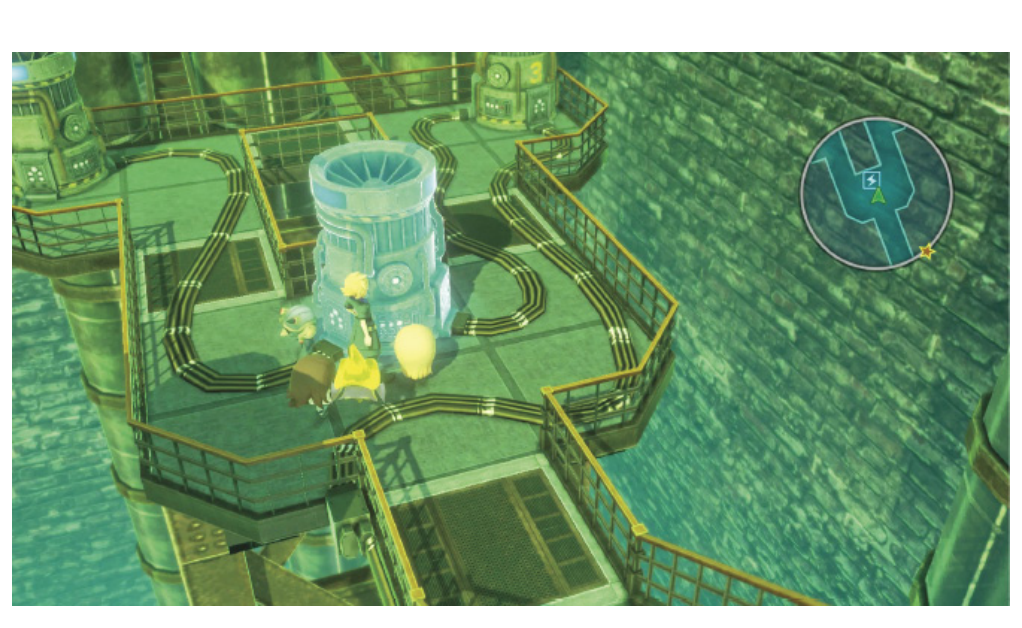


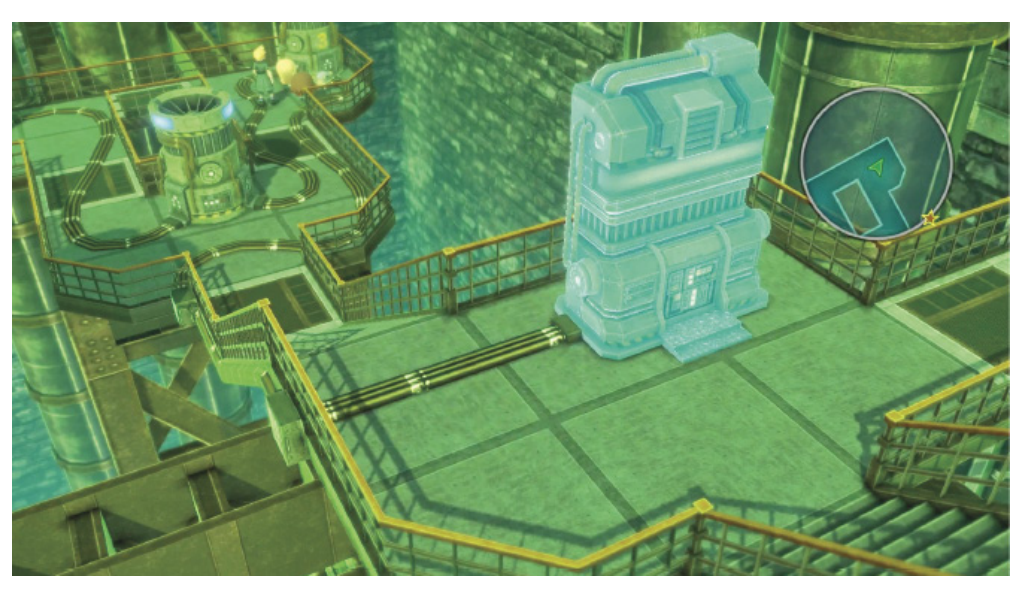
In Mako Reactor 0—Sector 2, head down the stairs until you reach an opening in the railing. Go through the opening onto the large pipe walkway, then go under the stairs to the right. There's a hidden treasure chest here. Surprise! It's a trap. Opening it springs an encounter with a mimic-type enemy called a mimic jackpot. At least it's a new Mirage that you can imprism (reduce its HP to trigger its prismtunity).

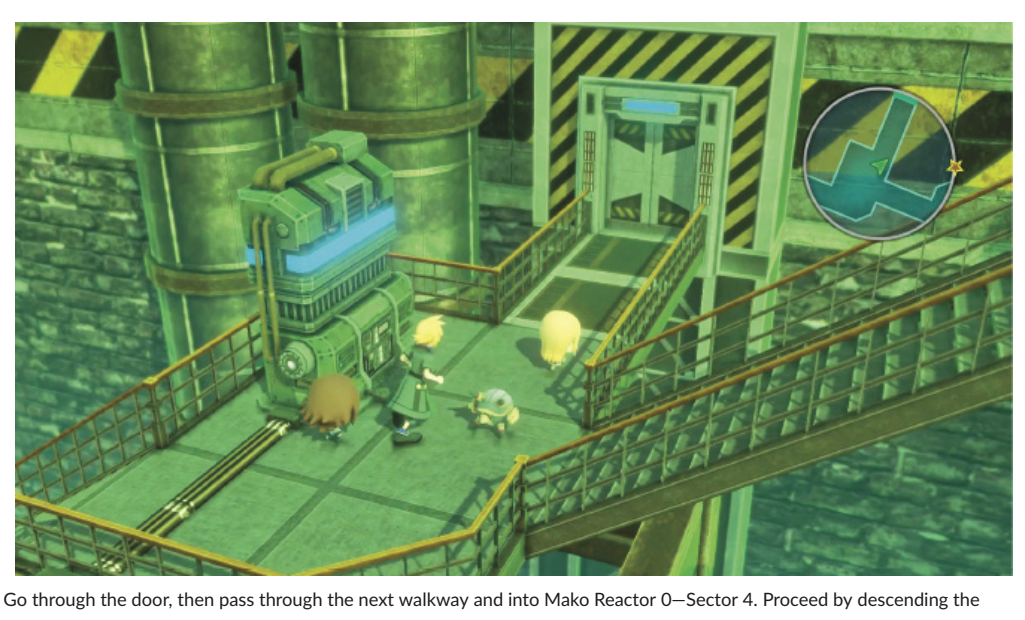


After dealing with (or skipping) the mimic jackpot, head toward the other end of the pipe to access a Flutter point. Ferry across with your moogle or floating eye to pick up **two lightning spellstones** from the treasure chest there. Now, go to the puzzle portion of the area at the south end of the map. There's a locked door on the central platform that you must unlock. The puzzle's terminals are on the floor below. Unlike the first generator puzzle, only one of these terminals is labeled. To solve it, the cables connecting the terminals give you an idea of the order you need to activate the generator (power travels from the last terminal through the cables, eventually to the generator).

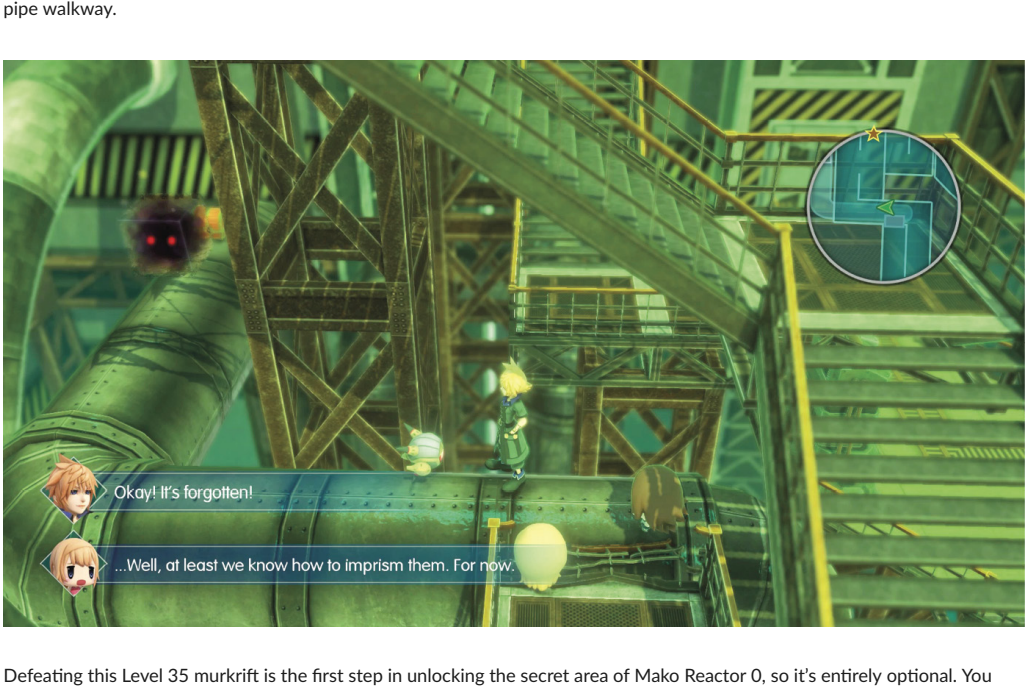
Zap the leftmost terminal first, then the middle terminal, and finally, the one on the right (labeled "3"). This turns on the main generator switch, which unlocks the door nearby when activated.



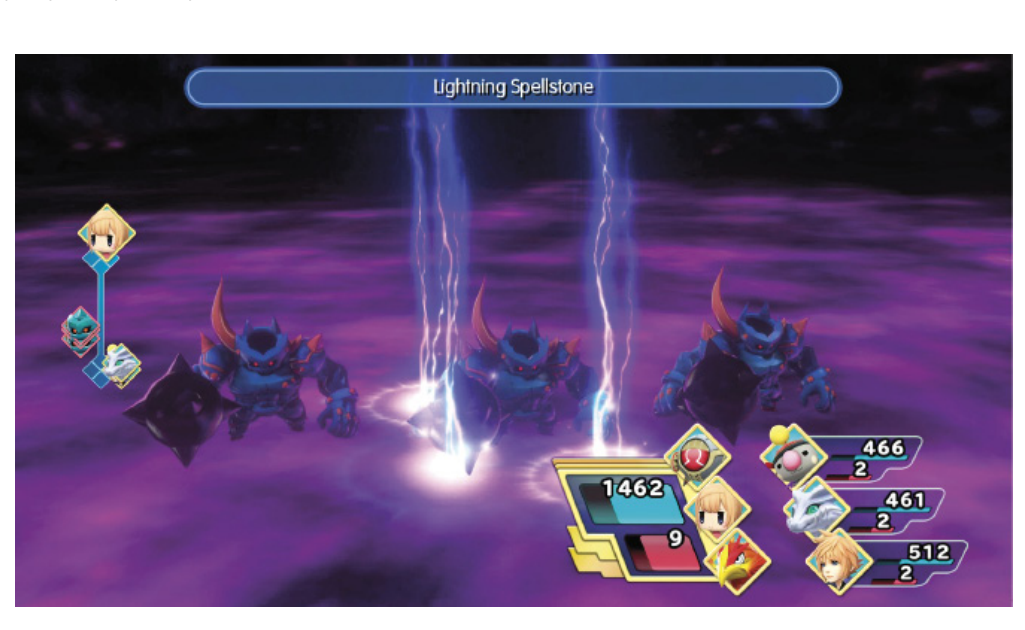


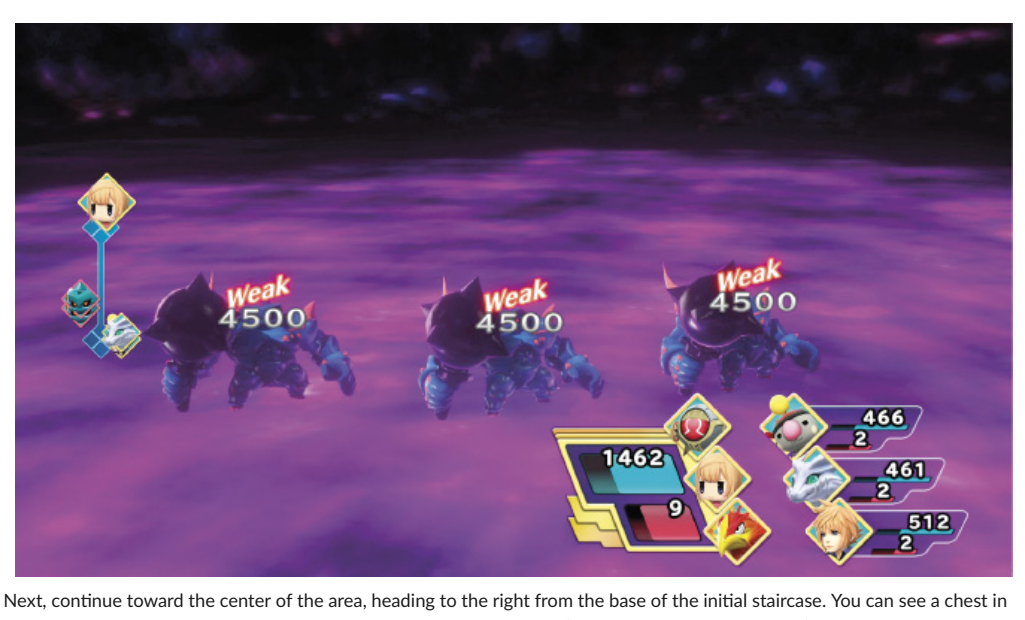


Go through the door, then pass through the next walkway and into Mako Reactor 0—Sector 4. Proceed by descending the staircase here. At the base of the stairs, a murkrift can be spotted off in the distance to the left, guarding a treasure chest on a pipe walkway.

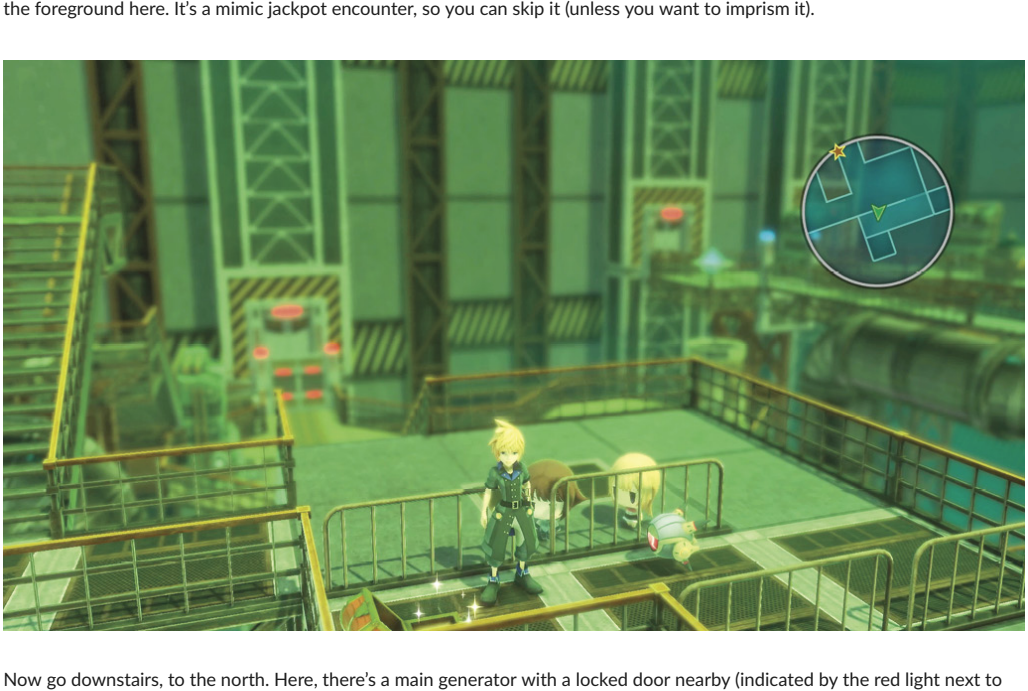

Okay! It's forgotten!
...Well, at least we know how to imprism them. For now.

Defeating this Level 35 murkrift is the first step in unlocking the secret area of Mako Reactor 0, so it's entirely optional. You can return later when you're stronger to complete it, or you can get the first part out of the way now. If your average party level is at least 30, you can defeat the three mythril giants inside the murkrift with some preparation. If you've been following this guide and have gathered all of the treasure chests up to this point, you should have several lightning spellstones at your disposal. When used in battle, these elemental bombs deal a massive 4,500 points of damage to each of the mythril giants, thanks to their vulnerability to thunder. In conjunction with Snow's Sovereign Fist, you should be able to clean up this murkrift with relative ease. If you're having trouble, you can come back later (these giants can dish out the hurt if you're unprepared). If you opt to slay them, open the treasure chest behind the murkrift to obtain a **dazzledisk**.

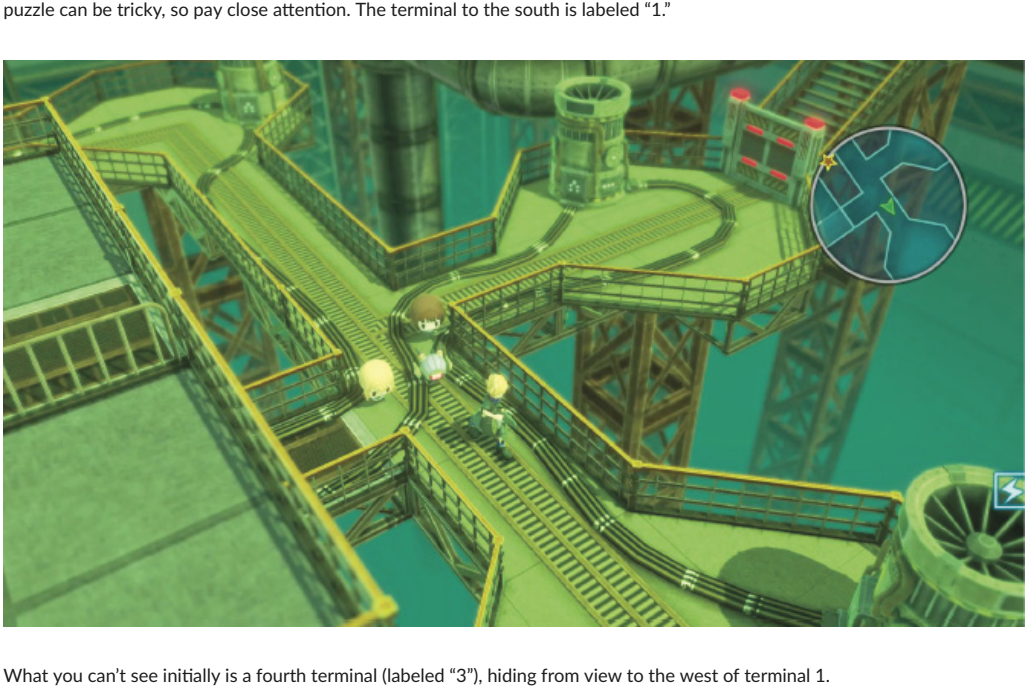

Lightning Spellstone
1462
9
466
2
461
2
512
2


Weak
4500
Weak
4500
Weak
4500
1462
9
466
2
461
2
512
2

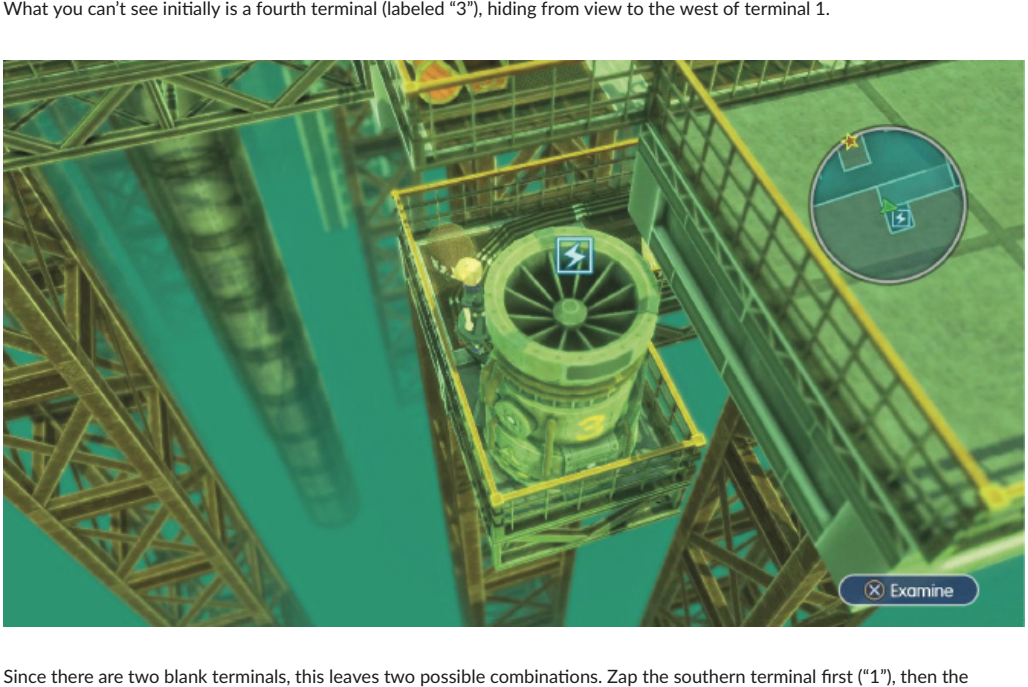
Next, continue toward the center of the area, heading to the right from the base of the initial staircase. You can see a chest in the foreground here. It's a mimic jackpot encounter, so you can skip it (unless you want to imprism it).



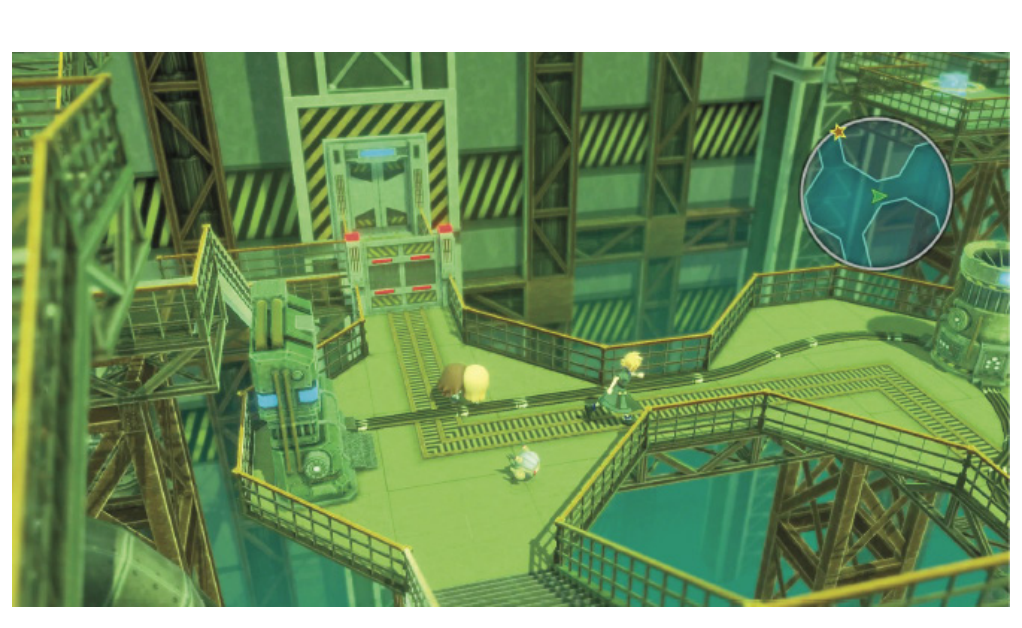
Now go downstairs, to the north. Here, there's a main generator with a locked door nearby (indicated by the red light next to it). To the east of this door are three distinct terminals along the platforms that connect to the main generator switch. This puzzle can be tricky, so pay close attention. The terminal to the south is labeled "1."

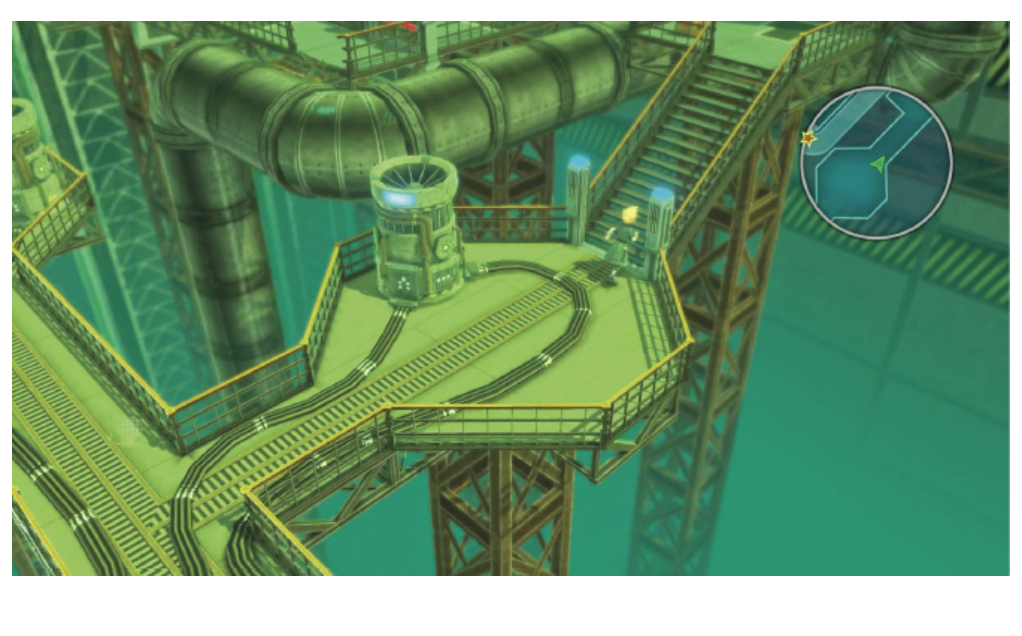


What you can't see initially is a fourth terminal (labeled "3"), hiding from view to the west of terminal 1.



Since there are two blank terminals, this leaves two possible combinations. Zap the southern terminal first ("1"), then the eastern terminal, then the western terminal ("3"), and finally, the northern terminal. So the Zap order is: south, east, west, north. Completing the puzzle turns on the main generator here. Accessing this main terminal unlocks the nearby exit door (that you can't get to quite yet) and opens up a path to the east of the four-terminal puzzle.



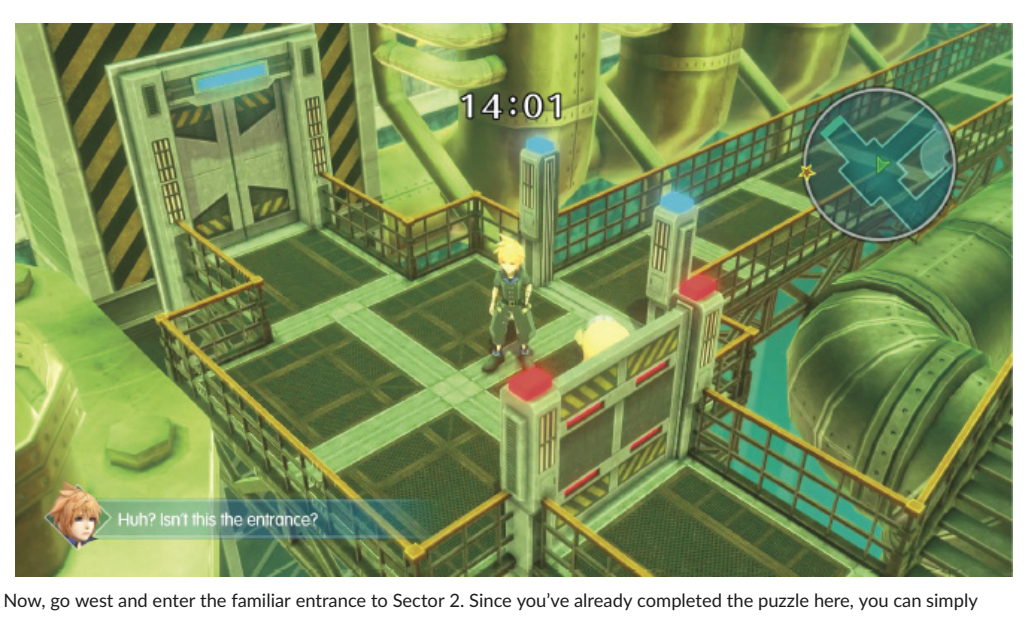


Continue up the new eastern path and up the stairs. Open up the chest along the way for **two Shell stones**, then traverse the pipe walkway up here to get to another platform with a Save Crystal and another generator switch. Save your progress, then examine the generator. This gives you access to the exit door you unlocked from the Zap puzzle earlier, but you can't backtrack your way there. A timer appears on-screen. The only way forward is through the door ahead of the Save Crystal, which takes you to the first area of the reactor. You have 15 minutes (which should be plenty of time) to travel from the beginning of the reactor to either one of the two deactivation switches; "Deactivation Switch 1" is gated by a Gimme Golem in Sector 4 and "Deactivation Switch 2" is located in Sector 3, near the Save Crystal. See the map preceding this text to find the exact locations of these switches. Failing to reach these switches within the alotted time ends in a game over.

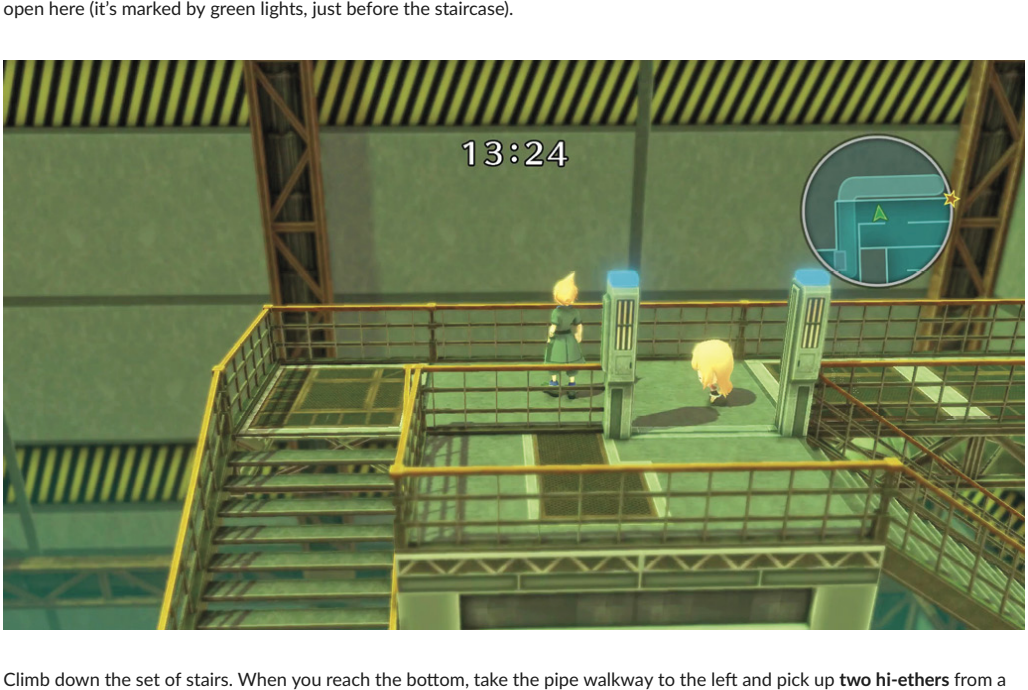
14:58
I have got a bad the-feeling about this.

Back at the first area, you start at the northeast doorway, which was previously inaccessible. Open two treasure chests nearby to obtain **two wobblestoppers** and **two tranquilizers**. Then, continue west along the north path until you reach a breach in the railing to the south. On the pipe walkway, open a treasure chest here for **two phoenix pinions**.

14:10
Obtained 2 phoenix pinions.


14:01
Huh? Isn't this the entrance?

Now, go west and enter the familiar entrance to Sector 2. Since you've already completed the puzzle here, you can simply continue through toward Sector 3. After you cross the catwalk of the third area and you're in Sector 4, take the new path that's open here (it's marked by green lights, just before the staircase).

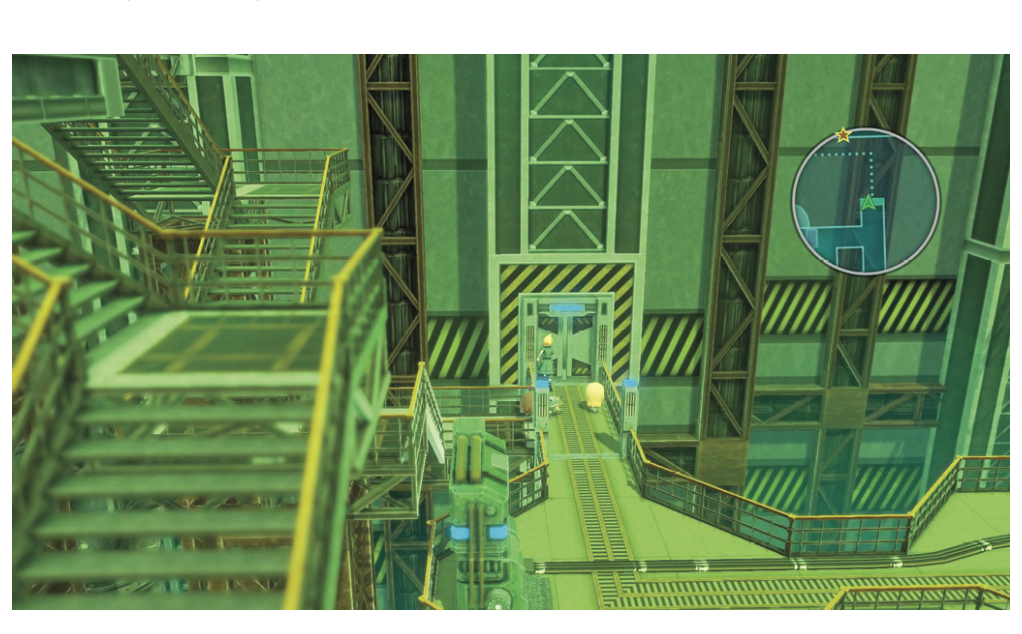


Climb down the set of stairs. When you reach the bottom, take the pipe walkway to the left and pick up **two hi-ethers** from a chest there.

What you do next depends on whether you picked up the dazzledisk from before. You can either proceed to the main story boss (through the door near the two hi-ethers chest), or you can first unlock the hidden area with the dazzledisk. If you have the dazzledisk, you should go to the east part of the map to appease the Gimme Golem and toggle Deactivation Switch 2 behind it to shut off the reactor's meltdown sequence indefinitely. The exit near this switch leads to the secret area of the reactor, but it's highly recommended that you avoid the Mirage encounter in there until you're prepared with an average party level of at 60 to 65 (see the tip section at the end of this chapter for details).

12:03
You see a dazzledisk reflected in its eye...

Now, make your way to the boss area by returning to the ground level (where the terminals and generator are), and follow the floor cables to the door leading to the south entrance of Sector 3. If the reactor meltdown sequence is ongoing, you can shut it off at Deactivation Switch 1 switch near the Save Crystal here. Note that if you use this generator to shut down the meltdown (as opposed to the generator in Sector 4), you will need to redo the meltdown sequence again through the Mako Reactor's initial entrance (the hatch entrance from Figaro Castle is rendered useless until you use the generator next to the Secret Sector entrance, since you're essentially locked in the boss room).



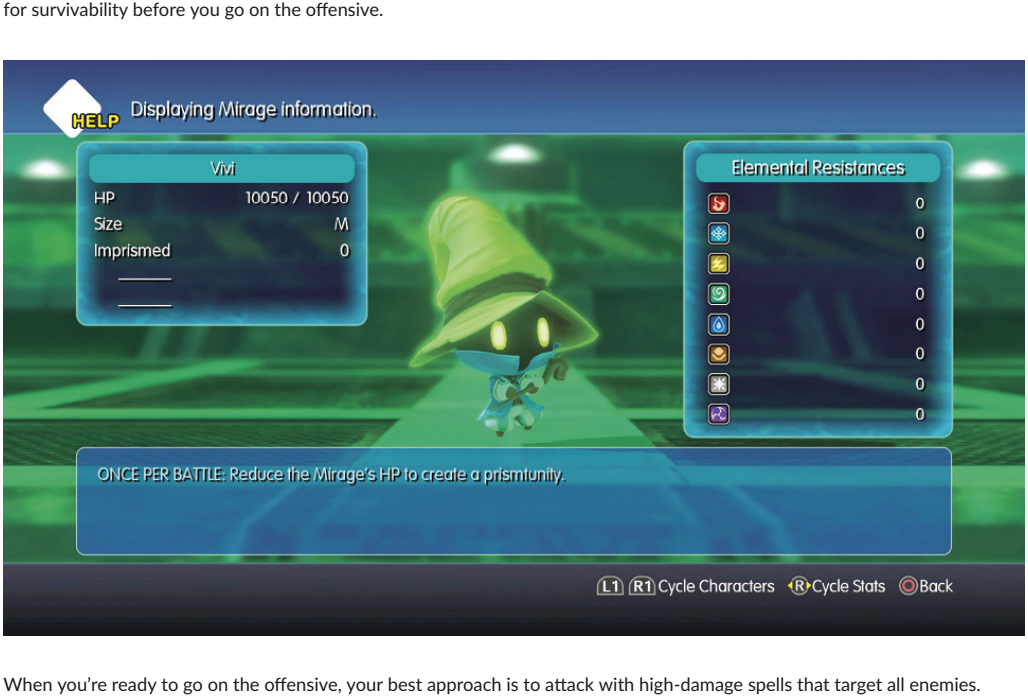
Now that the meltdown has been aborted, it's time to prepare for a boss battle. Proceed by going through the door to the right (the left door is unlocked later, upon returning to the area).

BOSS BATTLE: VIVI AND FRIENDS

You find a horde of black mages surrounding the core of the reactor. When they notice your party's arrival, they approach with a zombie-like gait, triggering a boss encounter.

The enemy Mirages here include Vivi and five black mages. Casting Libra on Vivi shows that unlike other bosses, he can be imprismed (by reducing his HP to less than 20%).

Since the mages generally attack with spells, it's advisable to cast Shell (which halves all magic damage taken) on your stacks for survivability before you go on the offensive.



HELP Displaying Mirage information.

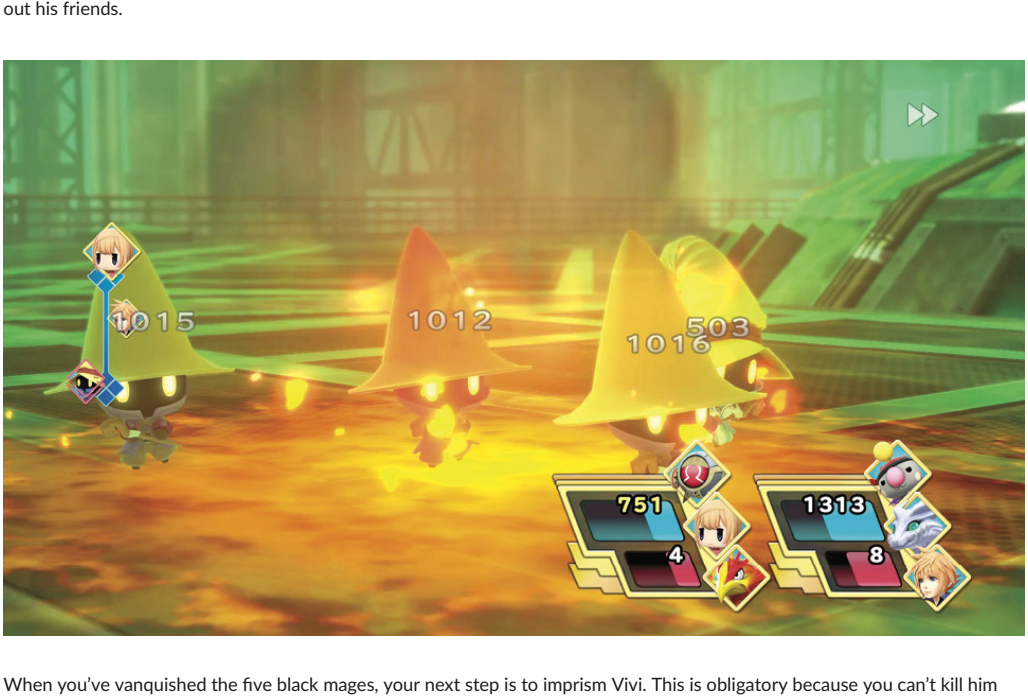
Vivi
HP 10050 / 10050
Size M
Imprismed 0

Elemental Resistances
0
0
0
0
0
0
0
0

ONCE PER BATTLE: Reduce the Mirage's HP to create a prismtunity.

L1 R1 Cycle Characters
Cycle Stats
Back

When you're ready to go on the offensive, your best approach is to attack with high-damage spells that target all enemies. Abilities like Firaga, Blizzaga, Snow's Sovereign Fist, and Holy Ray (a holy dragon ability) are all effective, considering these mages don't have any sort of elemental resistances. Summoning Cerberus here is also a strong strategy, since it has access to three different all-targeting spells and a high amount of HP. Alternatively, you can use Cerberus' high fire/ice/thunder resistance to simply assault Vivi with physical attacks, then imprism him when his HP is low enough, avoiding having to take out his friends.


1015
1012
1016
503
751
4
1313
8

When you've vanquished the five black mages, your next step is to imprism Vivi. This is obligatory because you can't kill him off, no matter how hard you try. Successfully imprisming Vivi doesn't lock him inside a prismarium, but it does knock some sense into him.

With the help of his doppelganger Mirages, an elated Vivi repays the Mirage Keepers by repairing the reactor. Thanks to Vivi, the twins now have the second of the four keys required by the prophecy. You can speak to Edgar after the cutscene for a history lesson about Figaro Castle and the Underground Prison (which happens to actually be a facility called "Midgar").

Figaro Castle

Before ending the chapter, you can accept two Miniventures from a couple of inhabitants on Castle Figaro. A guard near the Gate gives you the **Picking Up the Slacker's Slack** quest, while a woman on top of the castle's watchtower gives the **The Battle for Teatime—I** Miniventure.

Miniventure accepted: "The Battle for Teatime – I"

Leave the castle through the front entrance to conclude the story chapter.

FINAL FANTASY ORIGIN—VIVI

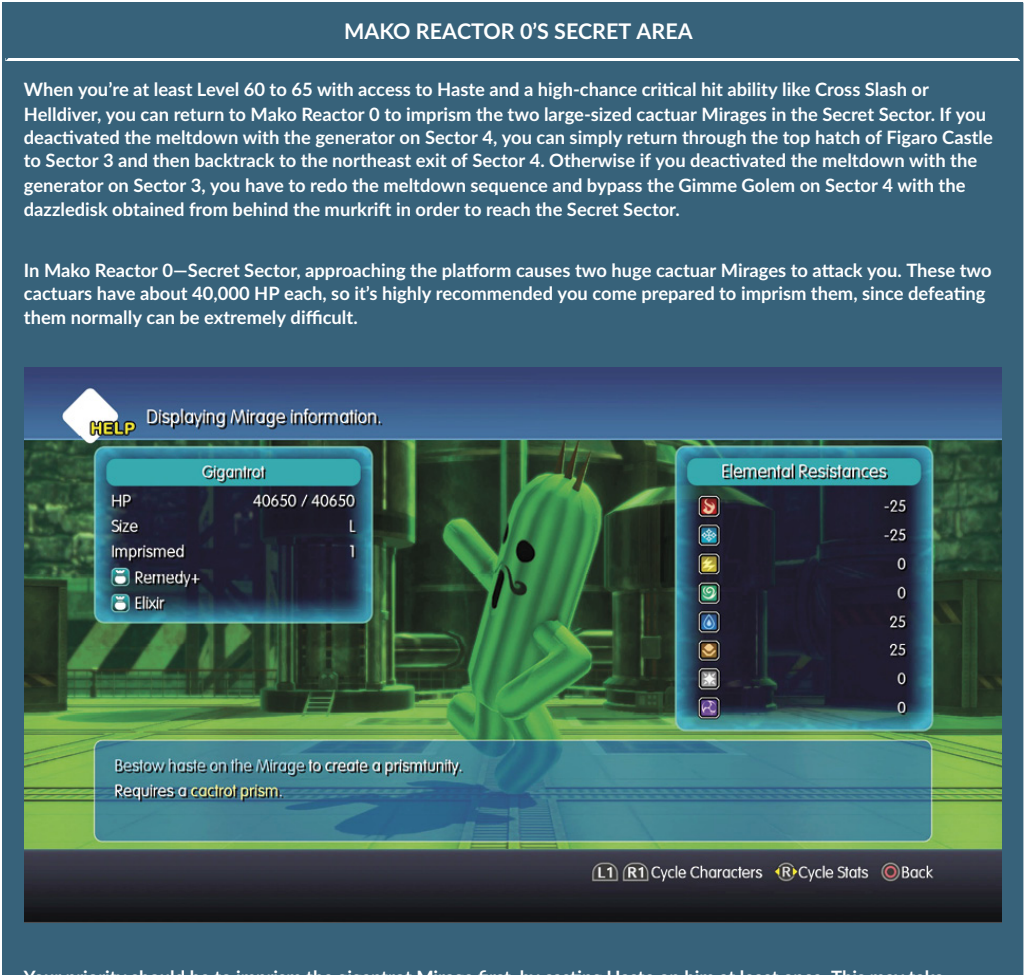
Vivi Ornitier is one of the playable characters from Final Fantasy IX. His face is covered, with his yellow eyes peeking through it. His attire is that of the iconic and recognizable black mage, which includes a yellow pointy hat and a blue jacket.

In FFIX, he's one of many prototypes of his kind—referenced by his having so many black mage Mirage clones in World of Final Fantasy.

MAKO REACTOR 0'S SECRET AREA

When you're at least Level 60 to 65 with access to Haste and a high-chance critical hit ability like Cross Slash or Helldiver, you can return to Mako Reactor 0 to imprism the two large-sized cactuar Mirages in the Secret Sector. If you deactivated the meltdown with the generator on Sector 4, you can simply return through the top hatch of Figaro Castle to Sector 3 and then backtrack to the northeast exit of Sector 4. Otherwise if you deactivated the meltdown with the generator on Sector 3, you have to redo the meltdown sequence and bypass the Gimme Golem on Sector 4 with the dazzledisk obtained from behind the murkrift in order to reach the Secret Sector.

In Mako Reactor 0—Secret Sector, approaching the platform causes two huge cactuar Mirages to attack you. These two cactuars have about 40,000 HP each, so it's highly recommended you come prepared to imprism them, since defeating them normally can be extremely difficult.



HELP Displaying Mirage information.

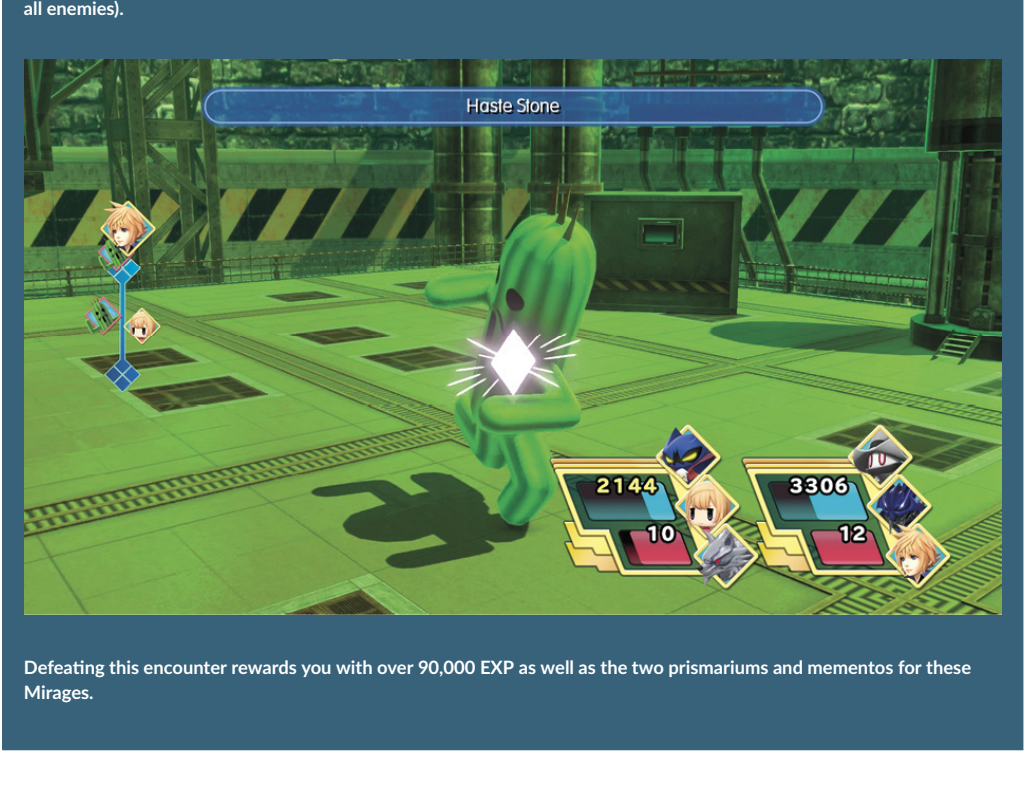
Gigantrot
HP 40650 / 40650
Size L
Imprismed 1
Remedy+
Elixir

Elemental Resistances
-25
-25
0
0
25
25
0
0

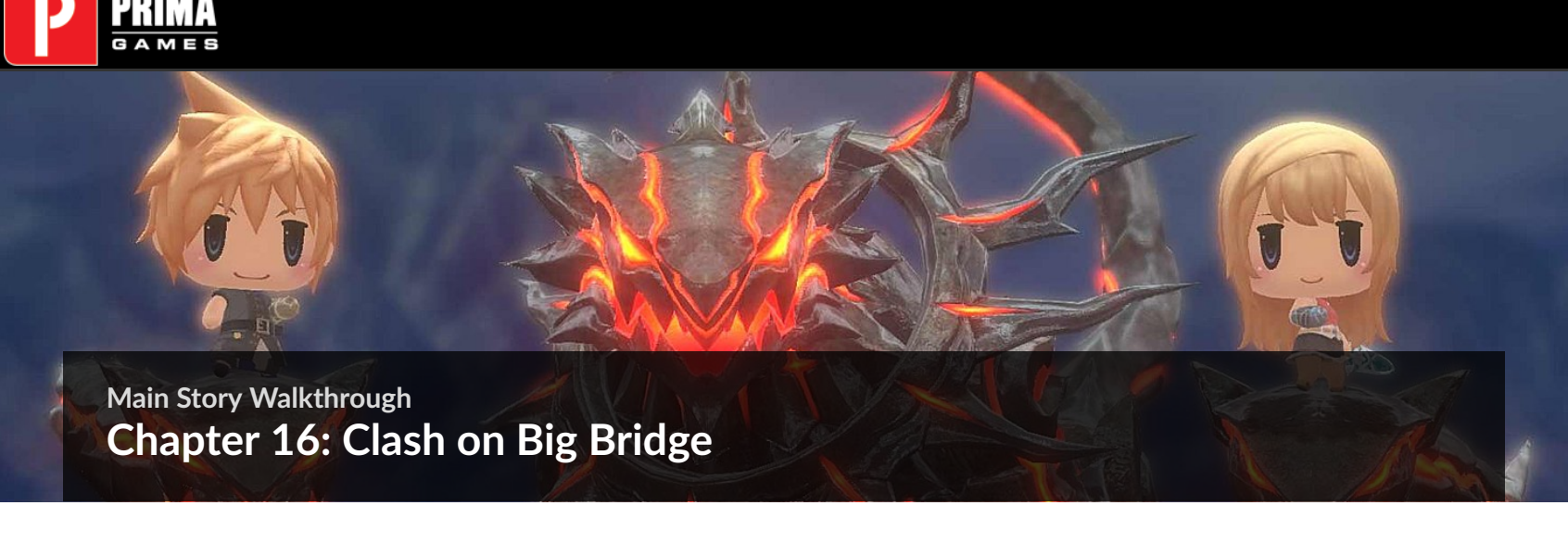
Bestow haste on the Mirage to create a prismtunity.
Requires a cactrot prism.

L1 R1 Cycle Characters
Cycle Stats
Back

Your priority should be to imprism the gigantrot Mirage first, by casting Haste on him at least once. This may take several tries, especially considering the power of their needle attacks (be sure to heal your party members throughout the fight). Once it's imprismed, the fight becomes much more manageable since you've cut the threat in half. Start working on landing a critical hit on gigantuar (with Cross Slash or Helldiver), eventually allowing you to imprism it. Cactuars naturally have high evasion, so it may be wise to bring a werebat Mirage to cast Ultrasonics (lowers evasion of all enemies).


Haste Stone
2144
10
3306
12

Defeating this encounter rewards you with over 90,000 EXP as well as the two prismariums and mementos for these Mirages.



Main Story Walkthrough

Chapter 16: Clash on Big Bridge

Edgar's elaborate scheme of capturing and using Reynn and Lann to repair Figaro Castle's mako reactor pays off in spades. In return, he compensates them with information regarding their next destination—"a land of naught but night," located across Big Bridge. With two keys in their collection, the Jiants from the hills must find two more in order to complete the prophesied set.

Action Checklist
1. Enter Big Bridge and meet Eiko
2. Learn how to use jump pads with Bartz and Boko
3. (Optional) Obtain the Stealth mirajewel
4. (Optional) Imprism the iron giant
5. Defeat Gilgamesh

NEW MINIVENTURES

- A Friendship Forged in Figaro

CHOCOLATTE MART—NEW WARES

Items	Price
Fira Seed	20000
Blizzara Seed	20000
Thundara Seed	20000
Watera Seed	20000
Aerora Seed	20000
Cura Seed	20000
Esuna Seed	20000
Raise Seed	20000
Protect Seed	20000
Shell Seed	20000
Berserk Seed	20000
Slow Seed	20000
Eldbox	1000

BARTZ, BOKO, AND THE BATTLE ON BIG BRIDGE

If you haven't explored the secret area in Phantom Sands to obtain the sphinx Mirage, now is a convenient time to do so. You can also complete Miniventures back at Nine Wood Hills by taking one of the Gates nearby (from Figaro Castle or the Caravan).

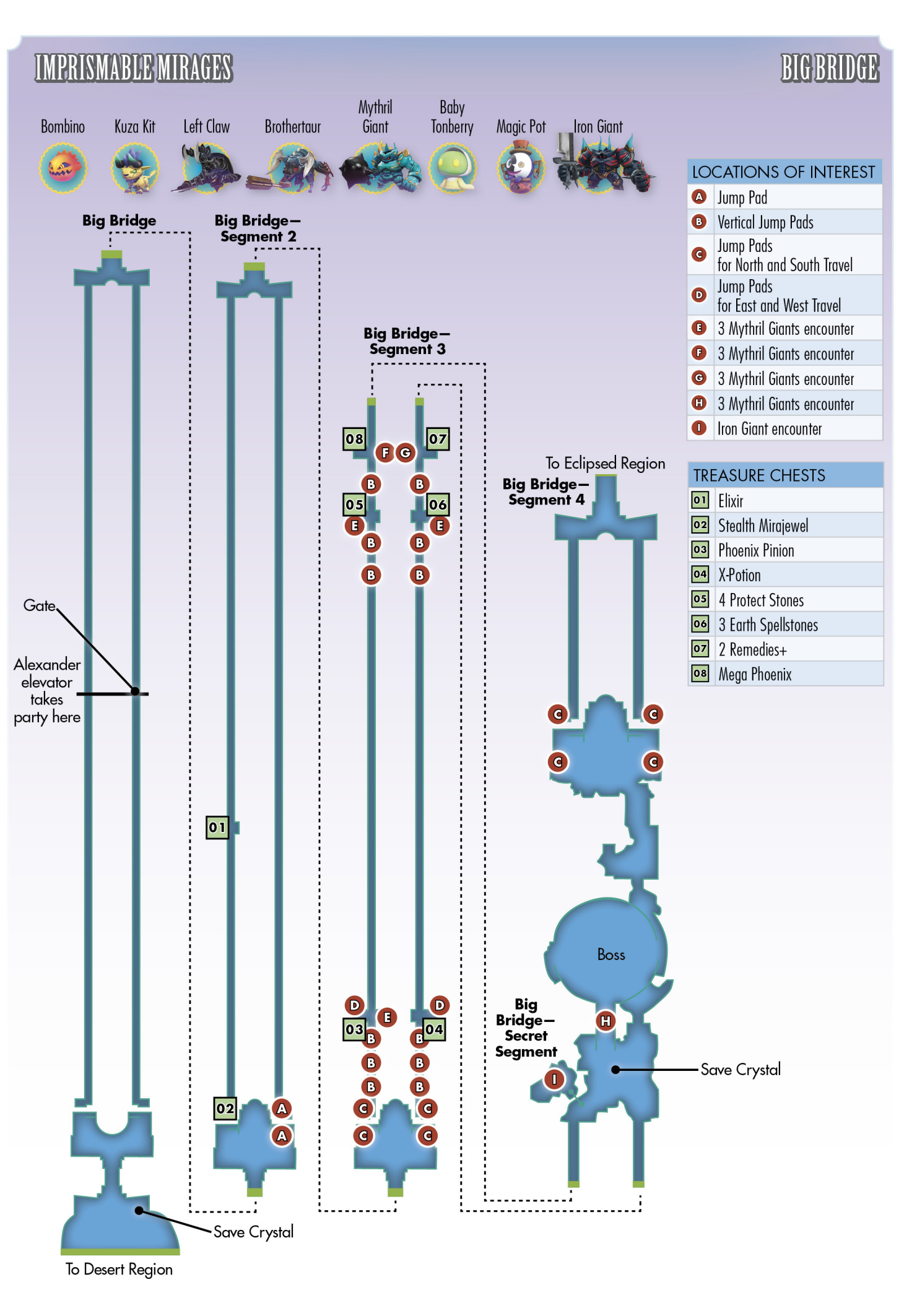
Additionally, it's recommended that you have access to some powerful thunder-based attacks for the next story mission. Consider buying a Thundara seed from Chocolatte and resupplying your restorative items. You have a long climb ahead of you.

Once you're ready, make your way to Big Bridge, through the northwest exit of the Desert Region.

Upon stepping foot on Big Bridge, you meet a little girl named Eiko. She explains that the bridge is actually an enormous Mirage called Alexander. Eiko is reluctant in allowing the twins across the bridge, as she astutely reminds them of the ominous part of the Azure Prophecy in which the twins could actually bring destruction rather than salvation.

Eiko

I'm starting to worry...
Maybe I shouldn't let you use the bridge.



LOCATIONS OF INTEREST	
A	Jump Pad
B	Vertical Jump Pads
C	Jump Pads for North and South Travel
D	Jump Pads for East and West Travel
E	3 Mythril Giants encounter
F	3 Mythril Giants encounter
G	3 Mythril Giants encounter
H	3 Mythril Giants encounter
I	Iron Giant encounter

TREASURE CHESTS	
01	Elixir
02	Stealth Mirajewel
03	Phoenix Pinion
04	X-Potion
05	4 Protect Stones
06	3 Earth Spellstones
07	2 Remedies+
08	Mega Phoenix

Nevertheless, she has no choice but to trust the Jiants. After the cutscene, make your way toward the platform at the base of the bridge. Eiko sends a signal to Alexander, and the platform takes the party for a ride to an extraordinary altitude before coming to an abrupt halt. Meanwhile, the Plumed Knight attacks Eiko.

Unfortunately, you need to traverse the rest of the bridge's distance by foot. Since there is a great deal of ground to cover here, prepare for several Mirage encounters.

Lann

Dude, WHY?!

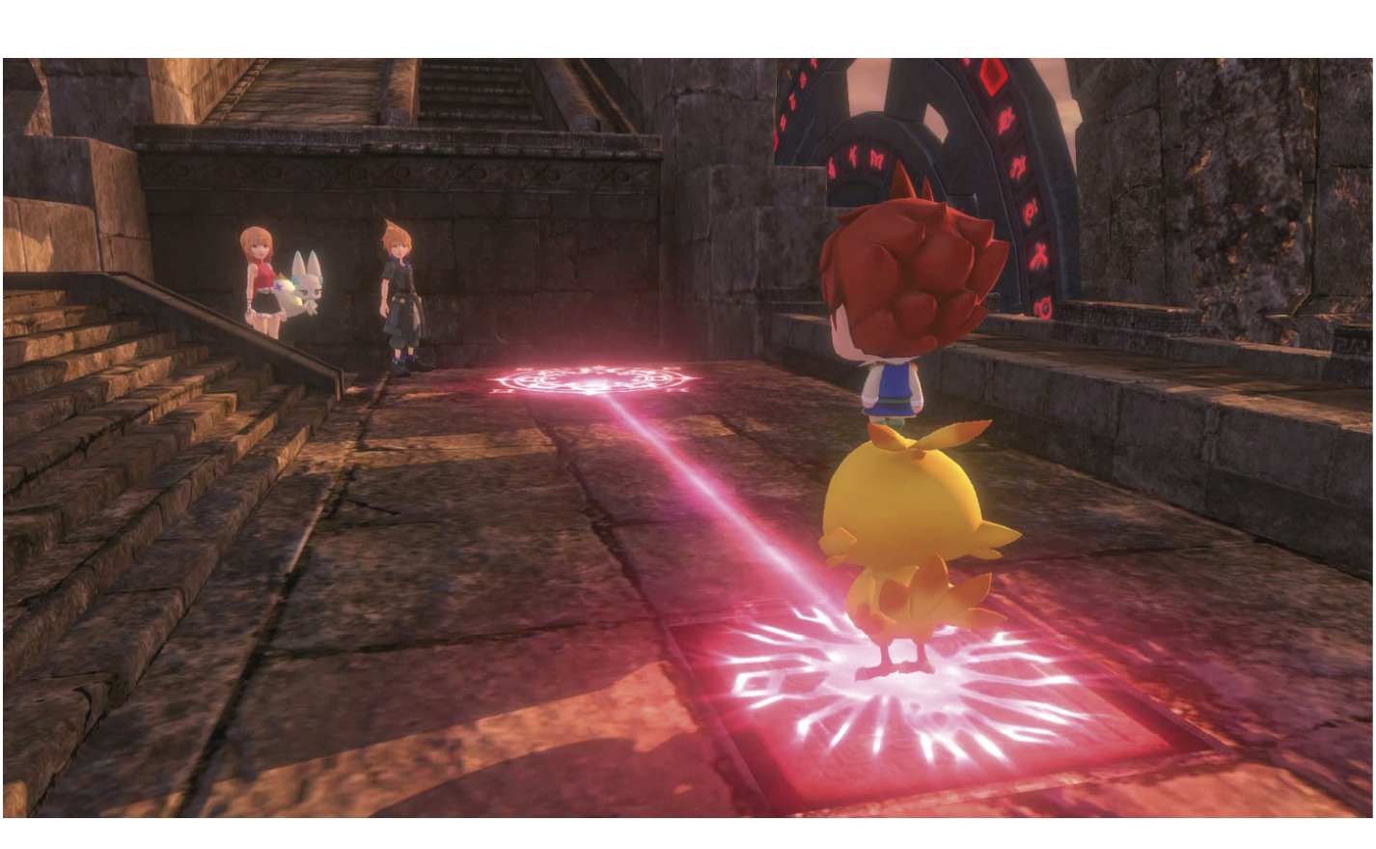
If you still need to return to Nine Wood Hills for a breather, there's a Gate in the middle of Big Bridge where you begin. All that's left to do in this area is to climb and fight.

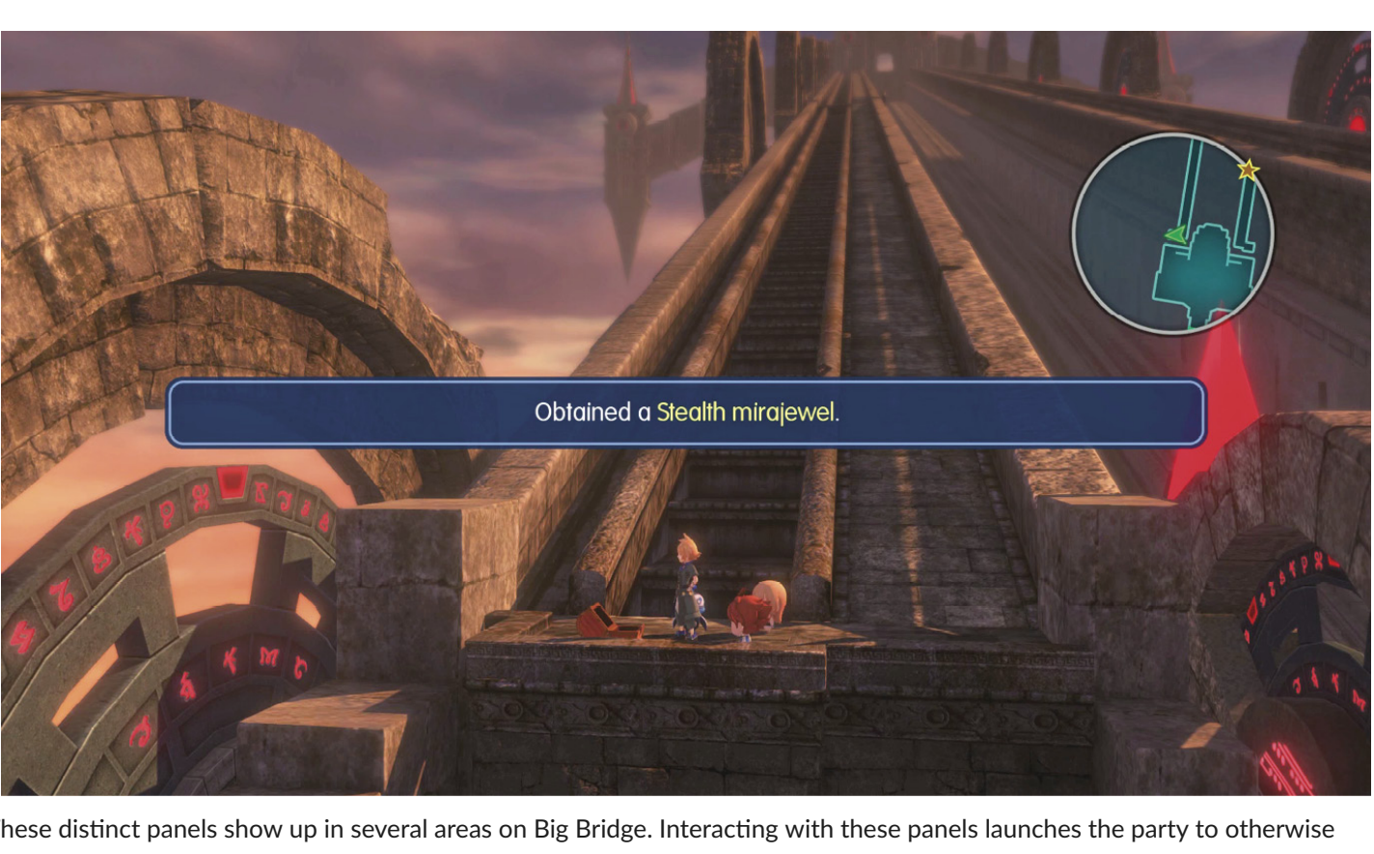
FINAL FANTASY ORIGIN—EIKO

Eiko Carol is a playable character in Final Fantasy IX. Although she has a summoner's horn, she can actually only summon four eidolons (unlike Garnet, who can summon twice as many). She's the most powerful healer in the party, though, thanks to her comprehensive list of white magic spells.

The eidolon Alexander plays a large part in FFIX—Eiko summons Alexander to defeat Bahamut. This is referenced in World of Final Fantasy by Eiko's ability to communicate with the Big Bridge version of Alexander.

Fight your way north and enter Big Bridge—Segment 2. From here, go east from the starting point to trigger a cutscene introducing you to Bartz and his choco-buddy, Boko. Bartz and Boko give you a demonstration on using the distinctly marked floor panels to leap across the bridge.





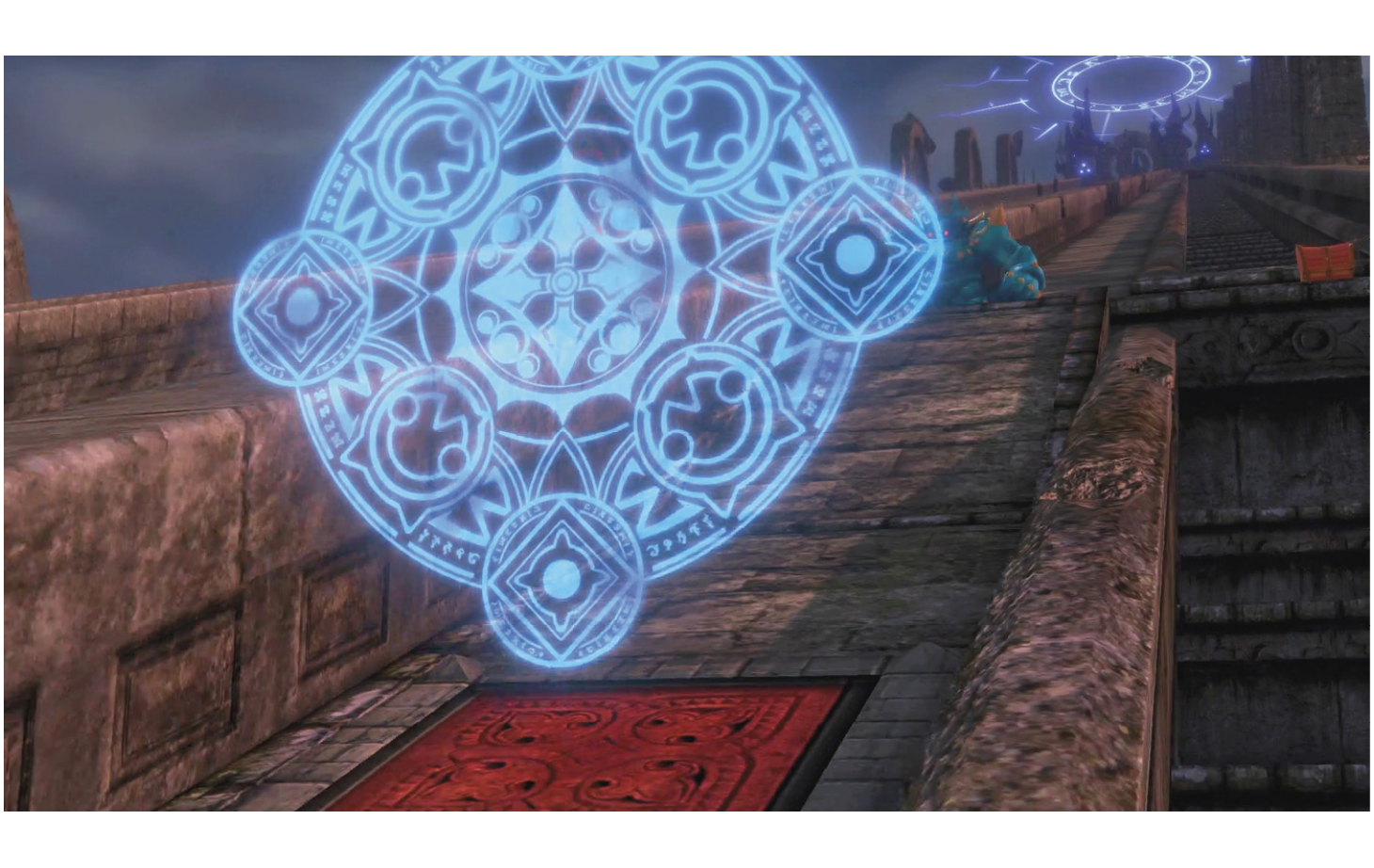
Obtained a Stealth mirajewel.

These distinct panels show up in several areas on Big Bridge. Interacting with these panels launches the party to otherwise inaccessible areas. From the first panel here, launch yourself up to the upper ledge for another cutscene with Bartz. It appears there's someone hunting him, so he tags along with the twins.

Climb and fight all the way to the top of the area. At the top, you can climb your way down the west side of the map. It's an extremely long way down, but it's worth the walk. Halfway down the bridge is a chest with an **elixir** inside. Open it, then continue your descent. At the bottom of the west path lies a treasure chest with an invaluable piece of loot inside: a **Stealth mirajewel**.

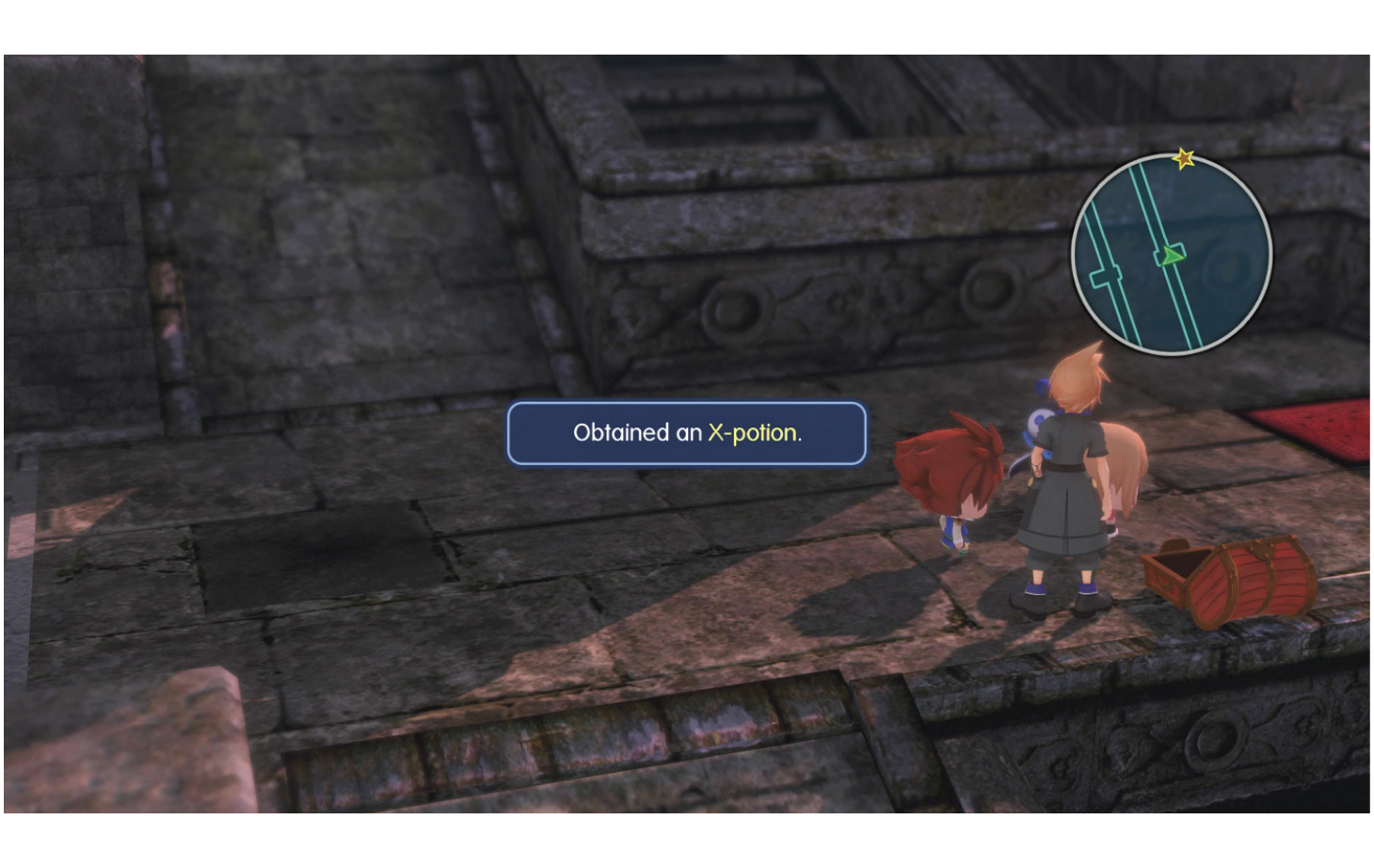
Slotting this into one of the twins' mirajewel slots reduces the chances of encountering a random enemy on the field, so you're probably ecstatic finding this here. Now, climb all the way back up to enter the third segment of the bridge.

Big Bridge—Segment 3 introduces a new field mechanic. Hop up either side of the bridge with one of the panels. A mythril giant stands guard on the bridge, shooting down Mirage-patterned symbols. Your goal is to avoid these symbols by either moving out of the way (when possible) or using the jump panels to hurdle over them. If the symbol touches you, you're forced into an encounter with three mythril giants.



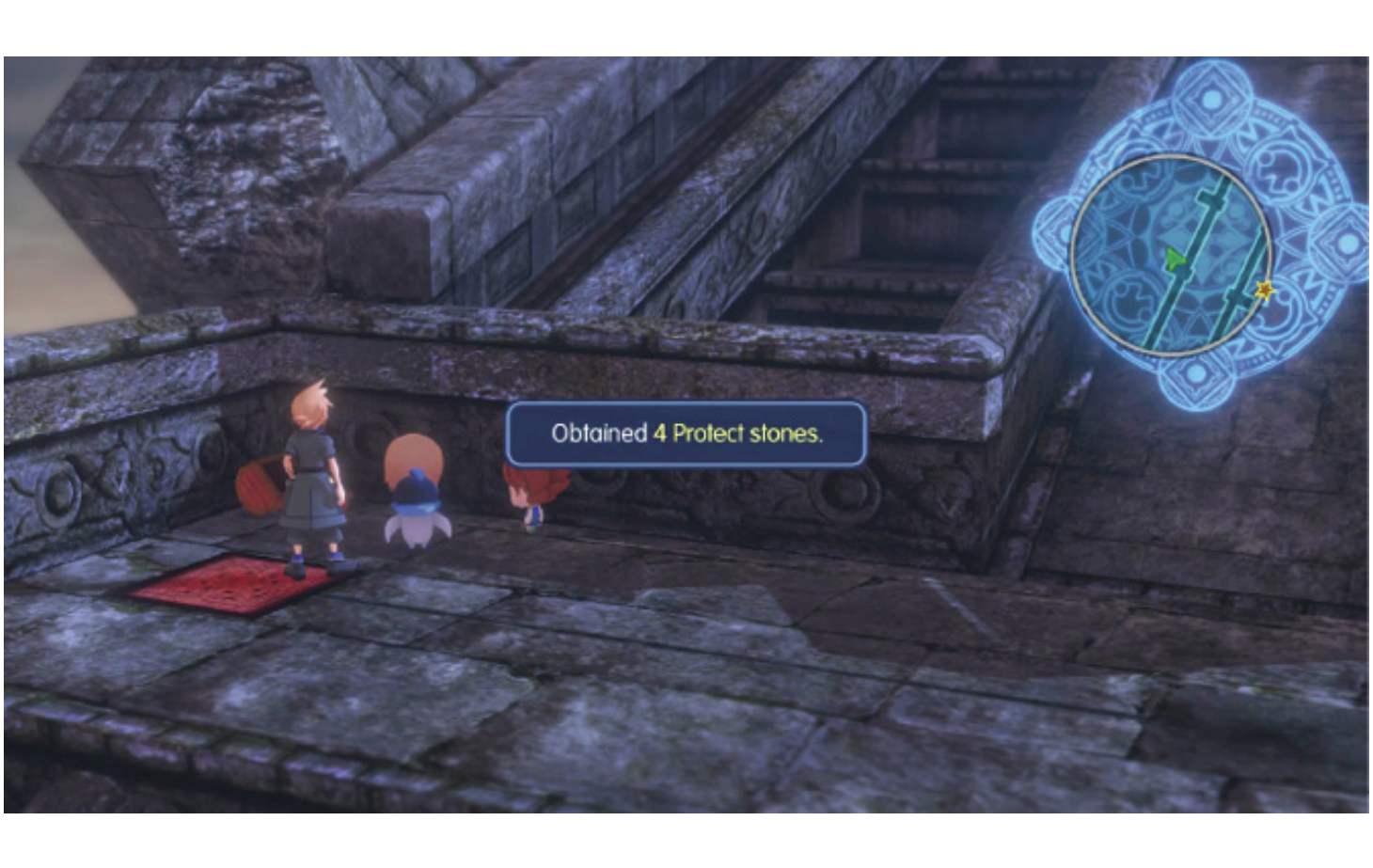
Make your way up while timing your movements and jumps to avoid the symbols as best as you can. If you do have to fight, defeat them quickly with thunder-based attacks. Touching the actual mythril giant triggers an encounter as well, so if you're successful in avoiding all of the projectiles, you only have to deal with one encounter per mythril giant. Note that even though you can skip fighting some of the giants, you're rewarded with access to the secret area of Big Bridge if you defeat all giants found on the field.

Partway up this section, there are two treasure chests (one on each side of the bridge), accompanied by a jump pad to the other side. The chest on the left contains a **phoenix pinion,** and the one on the right contains an **x-potion**. Grab them, then continue on up.



Obtained an X-potion.

Near the top of this section of the bridge are two more symbol-chucking mythril giants. There are several jump pads placed on the path, so time your jumps and evasive maneuvers accordingly to avoid the oncoming projectiles. On the level before the final slope up, look for two treasure chests, one on each side of the bridge. Open them to obtain **three earth spellstones** and **four Protect stones**.



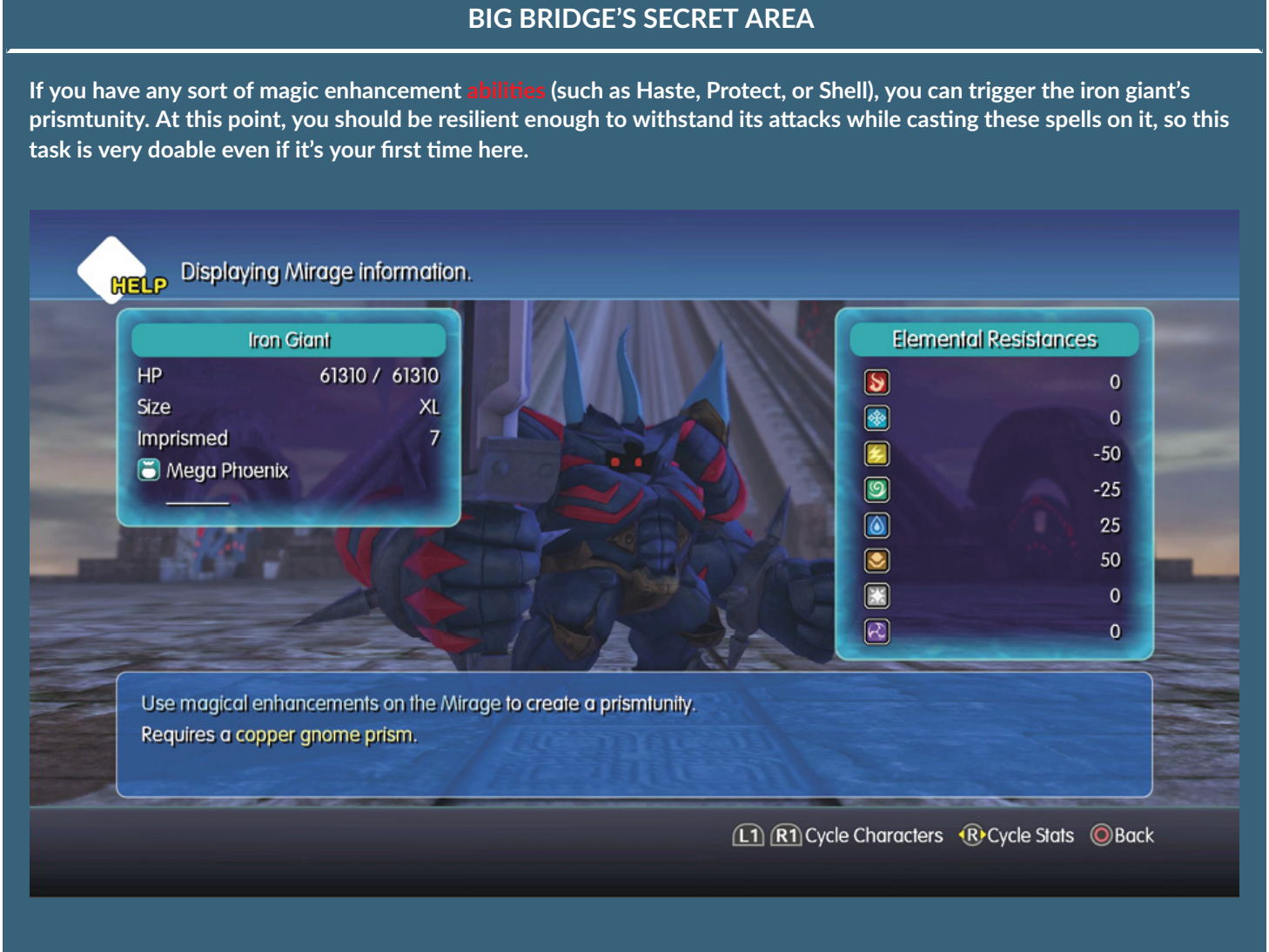
Obtained 4 Protect stones.

There are two chests and two mythril giants left up ahead. Make the last climb to defeat one side's giant. Open the chest nearby, then jump over to the other side of the bridge to repeat the process. The chest on the west side contains a **mega phoenix,** and the one on the east holds **two remedies+**. Grab them, then exit north to the fourth and final segment of Big Bridge.

Save your progress at the Save Crystal, and then defeat the mythril giants guarding the central arena. This encounter is the same as all of the other mythril giant encounters, so have a thunder attack ready. Once you've defeated the mythril giants, an iron giant crashes down to your left, revealing Big Bridge's secret area.

BIG BRIDGE'S SECRET AREA

If you have any sort of magic enhancement abilities (such as Haste, Protect, or Shell), you can trigger the iron giant's prismtunity. At this point, you should be resilient enough to withstand its attacks while casting these spells on it, so this task is very doable even if it's your first time here.



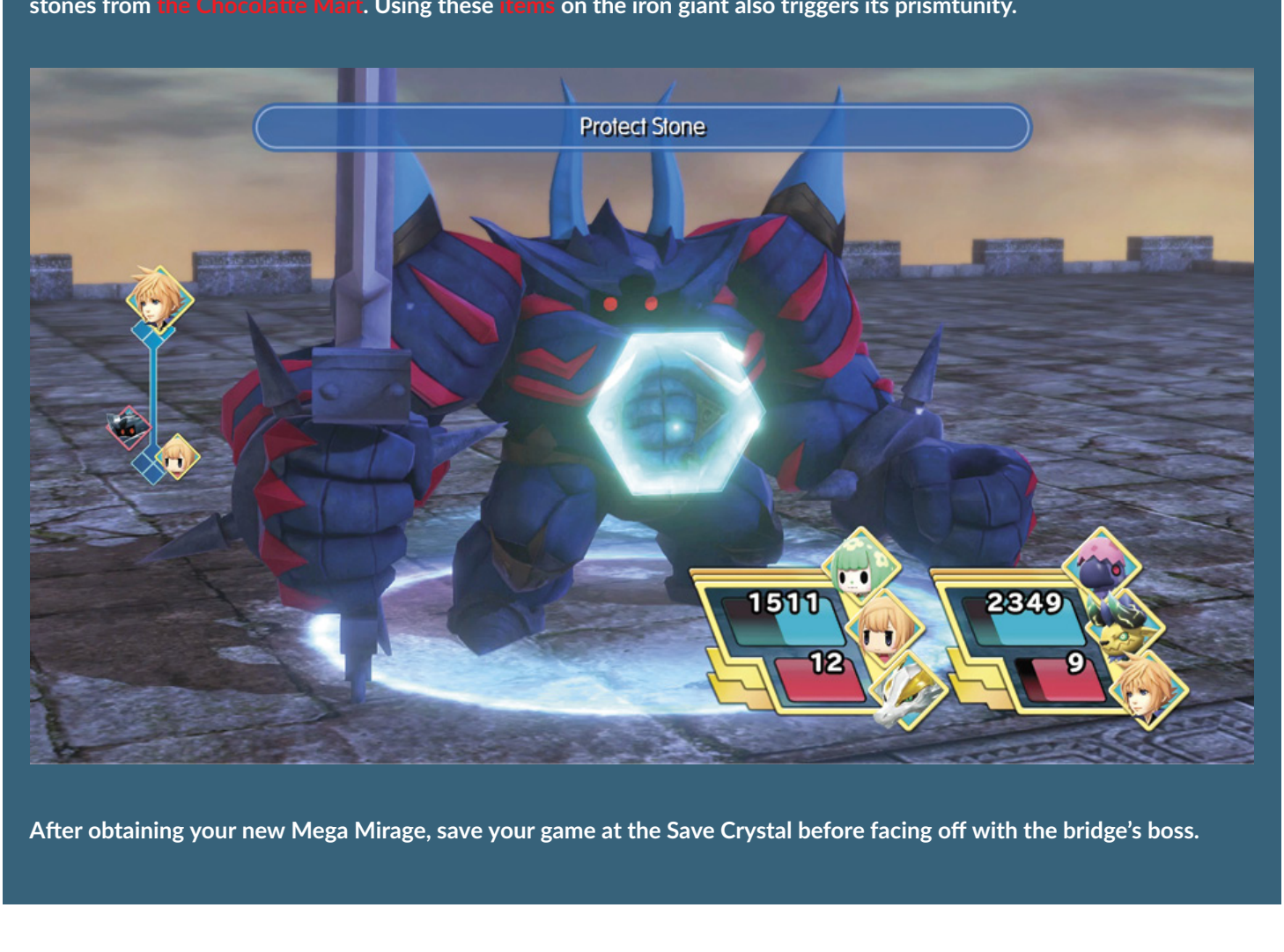
HELP Displaying Mirage information.

Iron Giant
HP 61310 / 61310
Size XL
Imprismed 7
Mega Phoenix

Elemental Resistances
0
0
-50
-25
25
50
0
0

Use magical enhancements on the Mirage to create a prismtunity.
Requires a copper gnome prism.

If you don't have the Protect, Shell, or Haste spells available through your Mirages, you can purchase Protect or Shell stones from the Chocolatte Mart. Using these items on the iron giant also triggers its prismtunity.



After obtaining your new Mega Mirage, save your game at the Save Crystal before facing off with the bridge's boss.

BOSS BATTLE: GILGAMESH

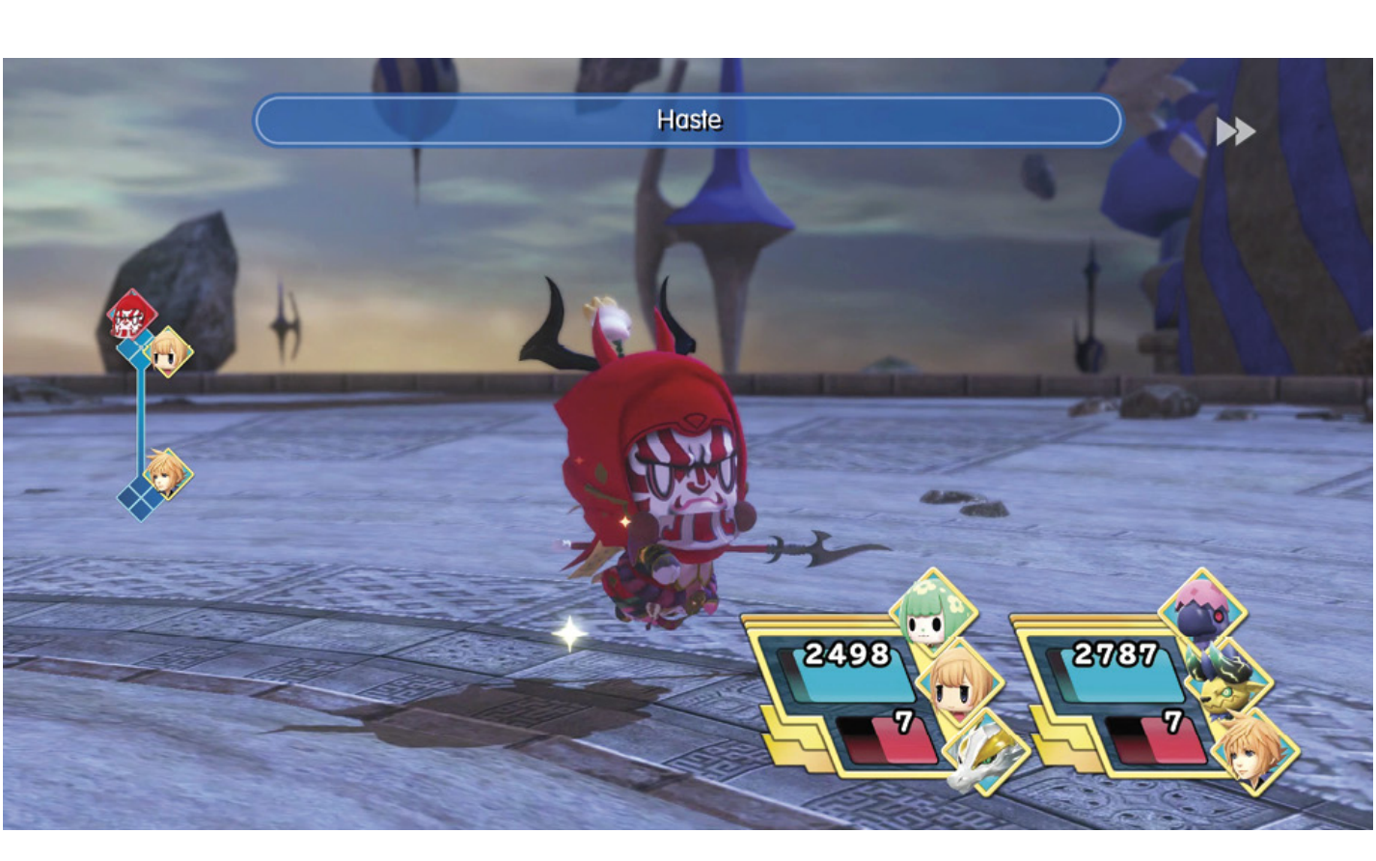
Enter the arena up ahead to confront Bartz's stalker, Gilgamesh. After an amusing quarrel, Gilgamesh becomes fed up with the mockery and attacks the party.

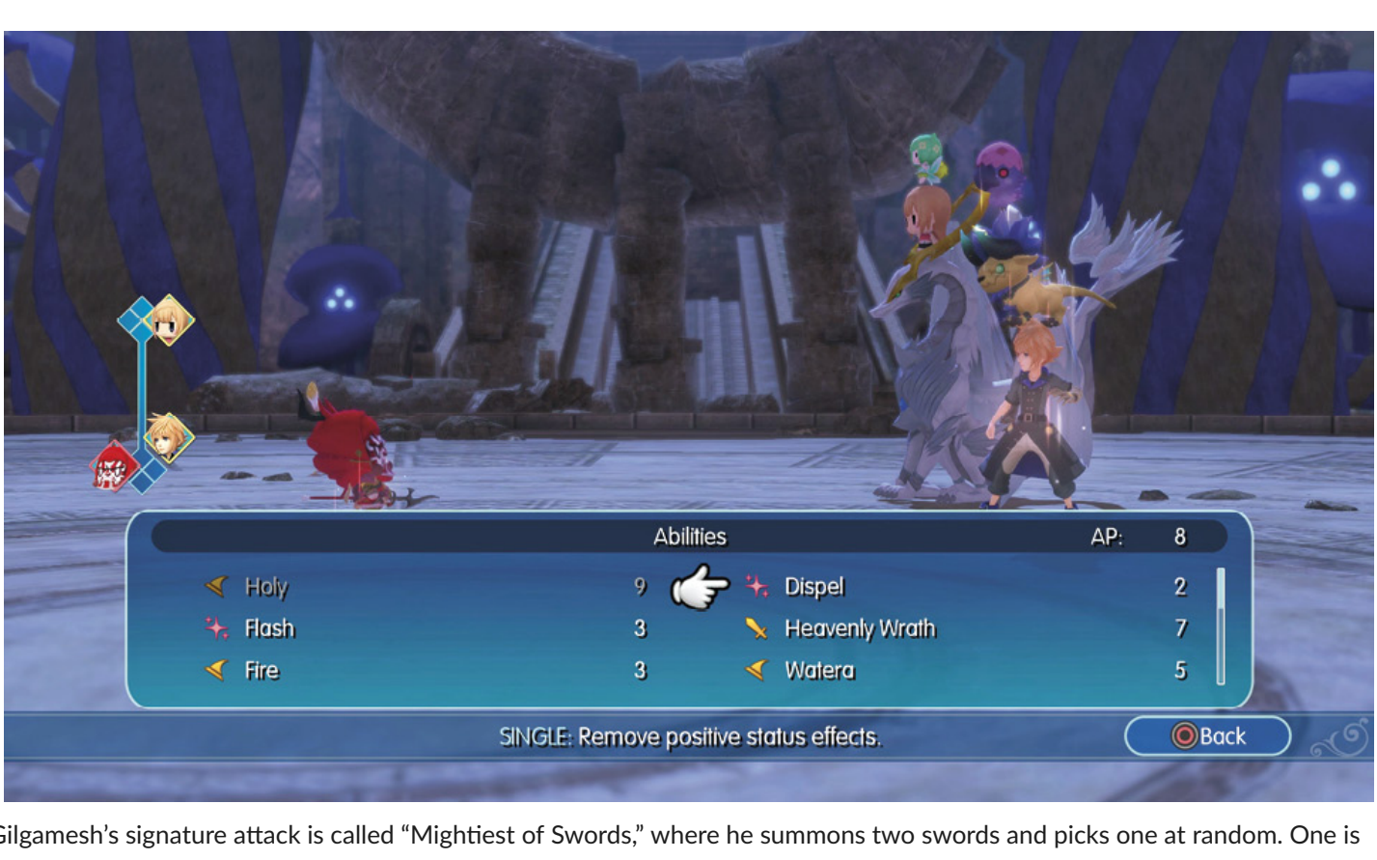
Gilgamesh is primarily a strength-based warrior, so most of his damage comes from physical attacks. Protect helps tremendously against Gilgamesh, so use the Protect stones you picked up earlier as your first couple of actions. Additionally, Gilgamesh is immune to all status ailments except Blindness, so you can hit him with a blinding attack like Dark or Flash (a holy dragon ability), further hindering his offensive capabilities.

Gilgamesh

No one is permitted to mock the almighty Gilgamesh!
Not without a fight.

He's not weak or strong to any particular element, so hammer away at him with your highest damage attacks and spells. He can cast the holy trinity of enhancements all at once (Haste, Protect, and Shell), so having Dispel here is a huge boon because it clears out all of these buffs. Dispel is accessible through the holy dragon's Mirage Board, so if you haven't noticed, the holy dragon is incredibly effective against this boss.

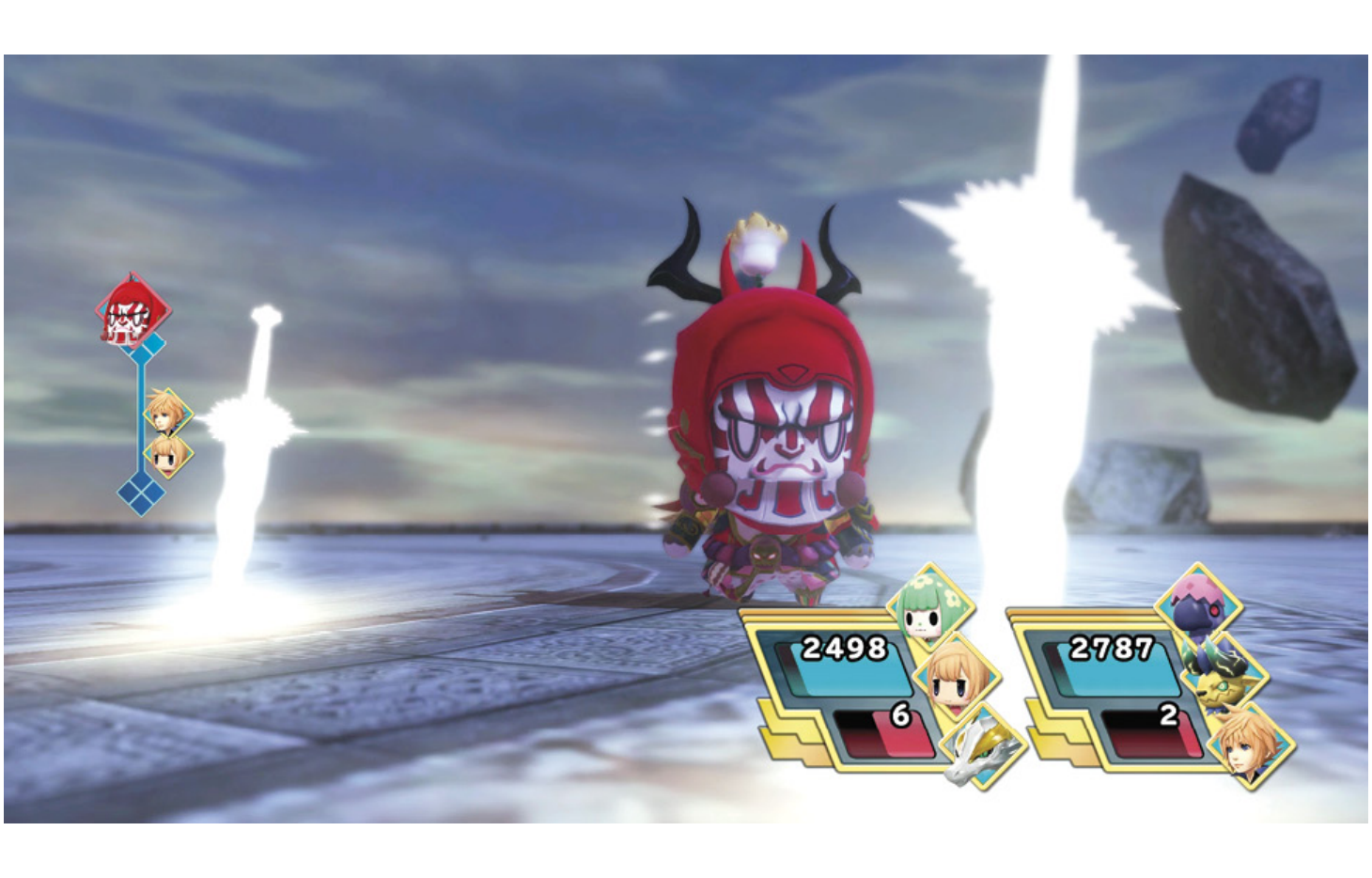




Abilities AP: 8
Holy 9
Flash 3
Fire 3
Dispel 2
Heavenly Wrath 7
Watera 5

SINGLE: Remove positive status effects.

Gilgamesh's signature attack is called "Mightiest of Swords," where he summons two swords and picks one at random. One is the Excalibur, and the other is the Excalipoor. If he pulls the Excalibur, he deals a massive amount of damage. However, if he pulls the Excalipoor, he only deals 1 point of damage. Essentially, his ultimate ability is a coin flip.



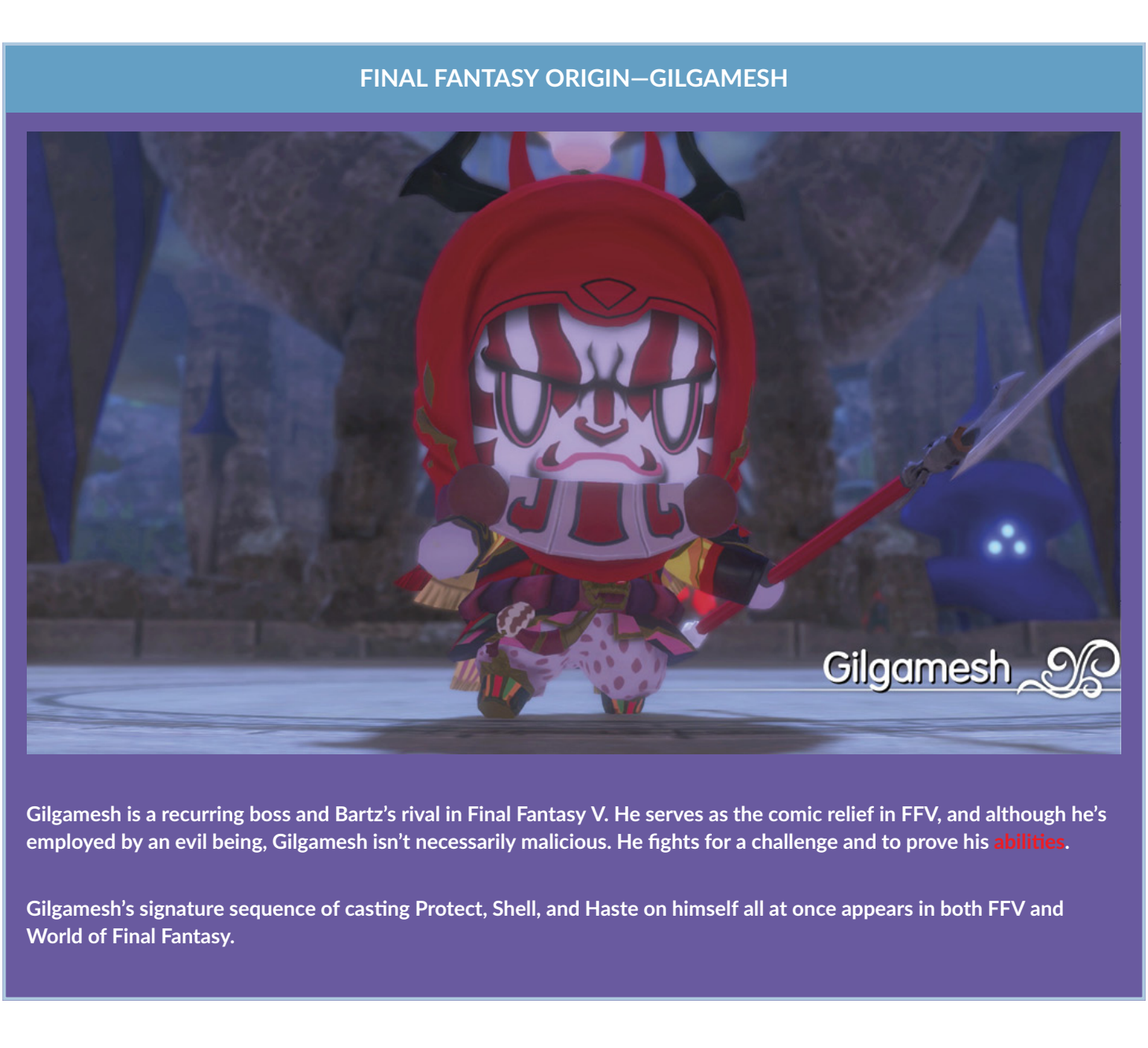
The fight is fairly straightforward, so keep at it until you're victorious. After sending Gilgamesh packing, Bartz bids farewell to the twins. Climb up the last stretch of the bridge and enter the Eclipsed Region to conclude this story chapter.

FINAL FANTASY ORIGIN—BARTZ AND BOKO

Bartz Klauser is originally from Final Fantasy V and is the title's main protagonist, becoming one of the Warriors of Light (along with Faris). Boko is Bartz's faithful chocobo companion.

The events that transpire on Big Bridge between Bartz and Gilgamesh in World of Final Fantasy are a direct reference to their repeated encounters in FFV.

FINAL FANTASY ORIGIN—GILGAMESH



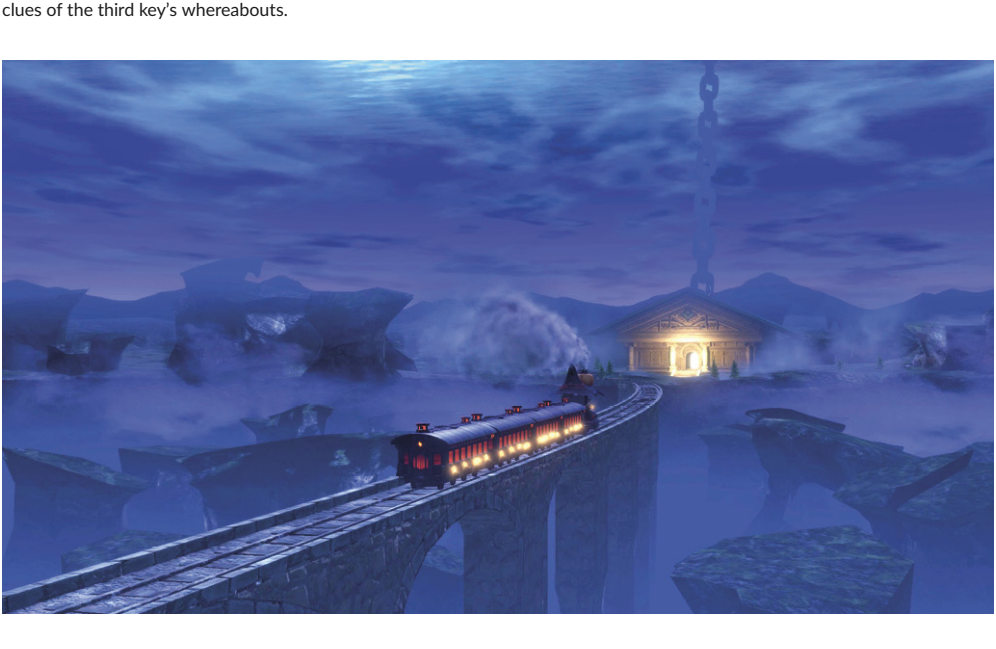
Gilgamesh is a recurring boss and Bartz's rival in Final Fantasy V. He serves as the comic relief in FFV, and although he's employed by an evil being, Gilgamesh isn't necessarily malicious. He fights for a challenge and to prove his abilities.

Gilgamesh's signature sequence of casting Protect, Shell, and Haste on himself all at once appears in both FFV and World of Final Fantasy.

Main Story Walkthrough

Chapter 17: Naught but Nightmares

The prophesied Jiants from the Hills arrive to a "land naught but night" after an arduous journey over Big Bridge. They notice an eerily decorated train up ahead and a dimly lit town farther off in the distance. They investigate the town, hoping to find clues of the third key's whereabouts.



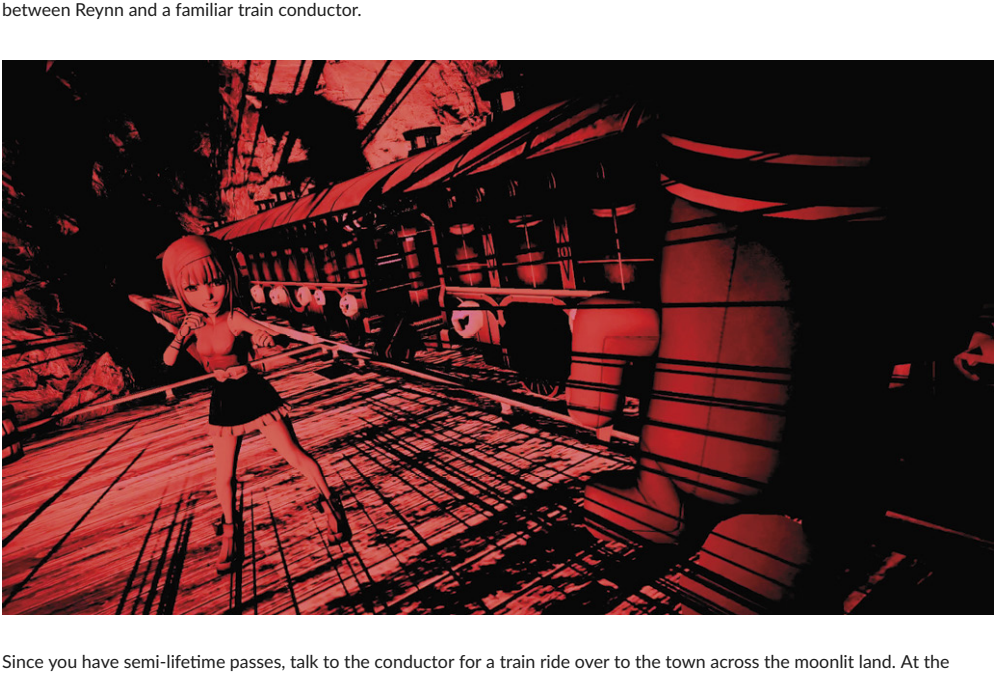
Action Checklist
1. Take the train to Tometown of the Ancients
2. Meet Cloud, Celes, and Cid
3. Find and slay Vampire Prime

NEW INTERVENTION QUESTS

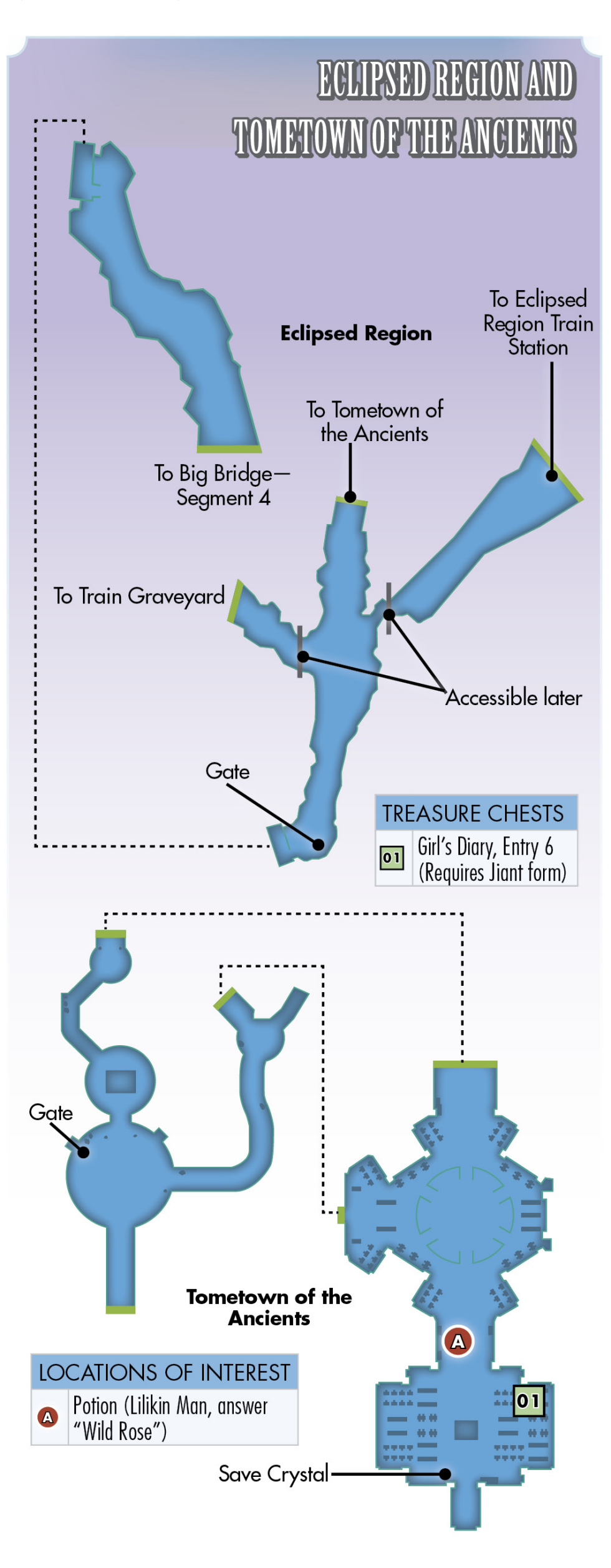
- Ifrit Meets His Match
- The Black Chocobo

ONE-WAY TICKET TO TOMETOWN

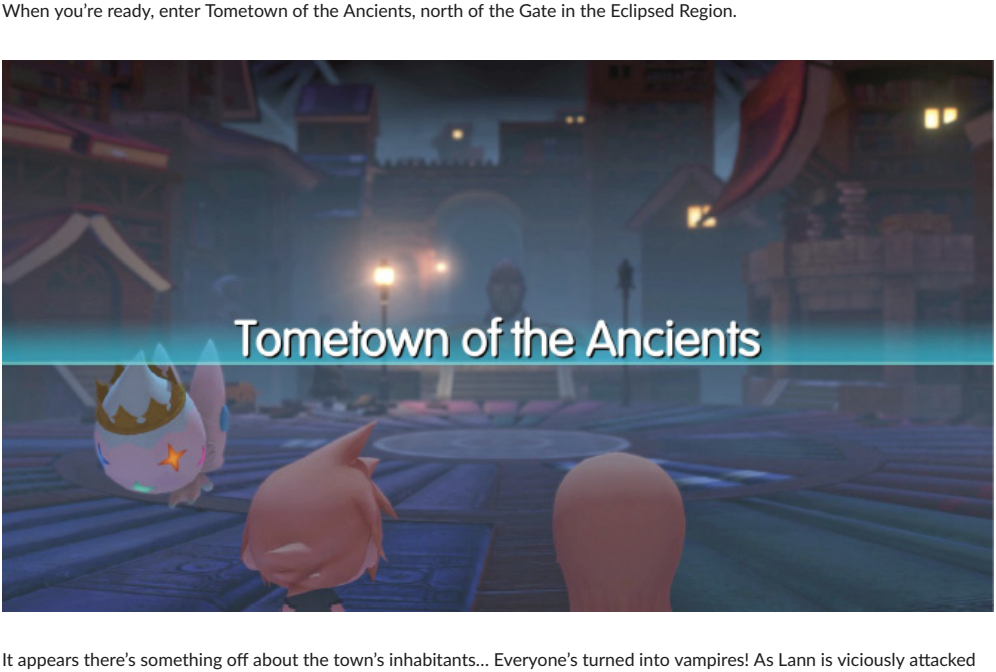
From the entrance of the Eclipsed Region, walk toward the Halloween-themed train up ahead to trigger a humorous exchange between Reynn and a familiar train conductor.



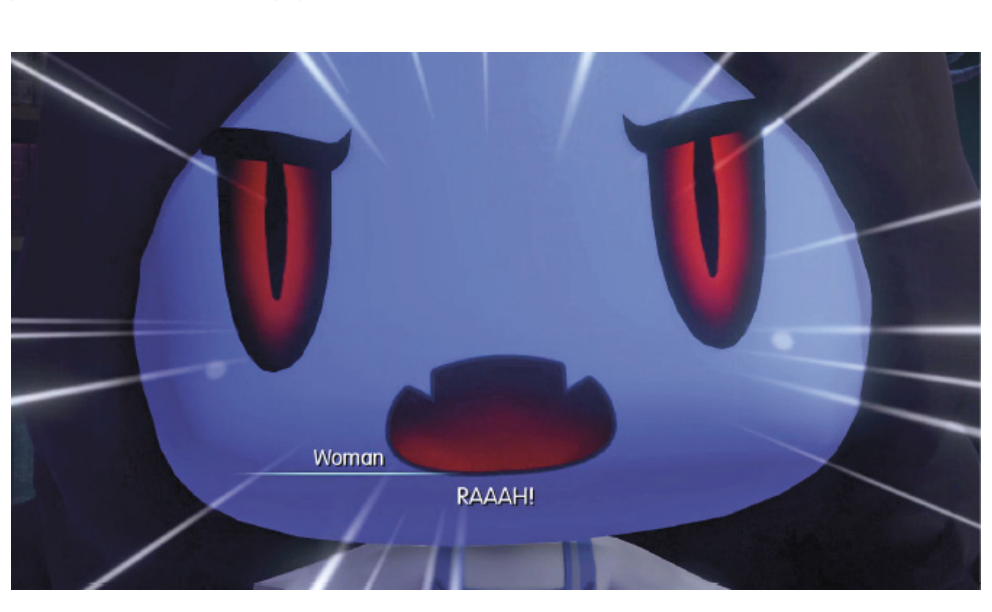
Since you have semi-lifetime passes, talk to the conductor for a train ride over to the town across the moonlit land. At the other end is a Gate you can go through to get back home if you want to refuel on supplies, return to previous dungeons, or complete Intervention Quests (a couple of new ones are now available).

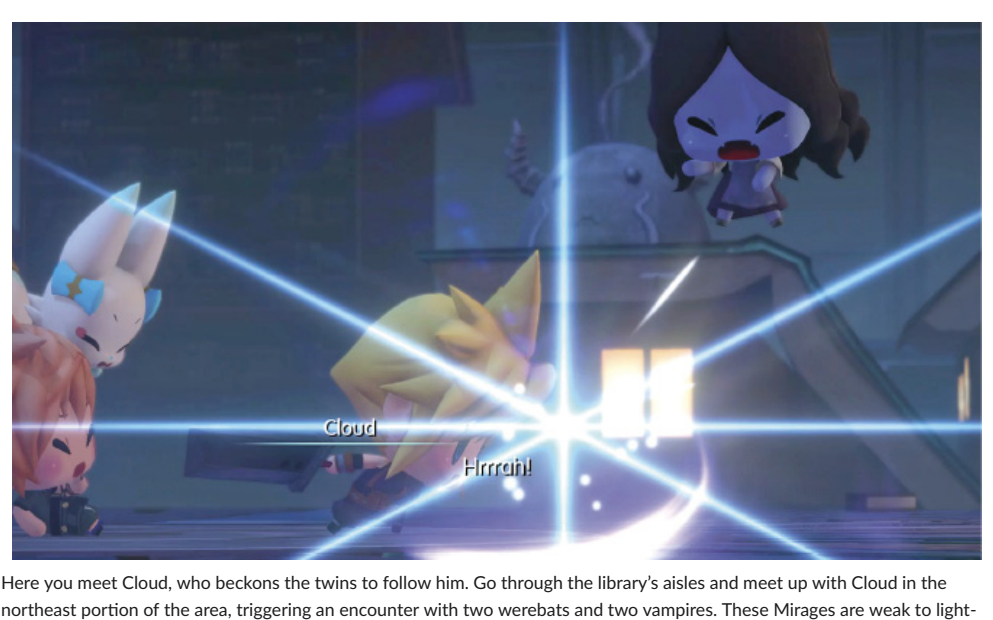

ECLIPSED REGION AND TOMETOWN OF THE ANCIENTS
Eclipsed Region
To Eclipsed Region Train Station
To Tometown of the Ancients
To Big Bridge—Segment 4
To Train Graveyard
Accessible later
Gate
TREASURE CHESTS
01 Girl's Diary, Entry 6 (Requires Jiant form)
Gate
Tometown of the Ancients
LOCATIONS OF INTEREST
A Potion (Lilikin Man, answer "Wild Rose")
A
01
Save Crystal

When you're ready, enter Tometown of the Ancients, north of the Gate in the Eclipsed Region.


Tometown of the Ancients

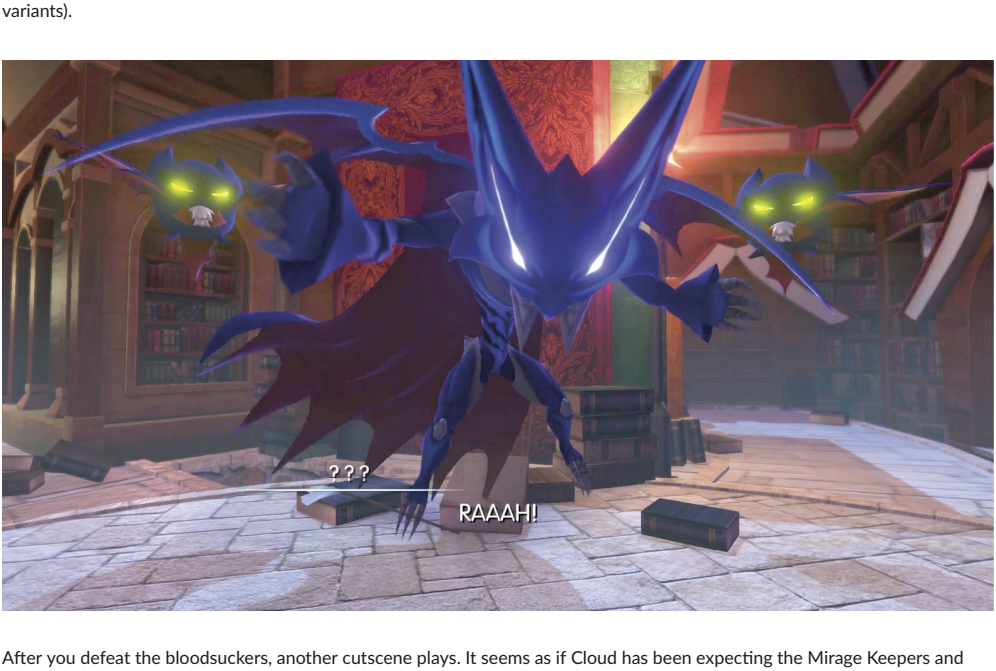
It appears there's something off about the town's inhabitants... Everyone's turned into vampires! As Lann is viciously attacked by one of the undead monsters, a spiky-haired man intervenes and saves him.


Woman
RAAAH!


Cloud
Frrrrah!

Here you meet Cloud, who beckons the twins to follow him. Go through the library's aisles and meet up with Cloud in the northeast portion of the area, triggering an encounter with two werebats and two vampires. These Mirages are weak to light-based attacks, so abilities like Holy and the holy dragon's Holy Ray are extremely effective here.

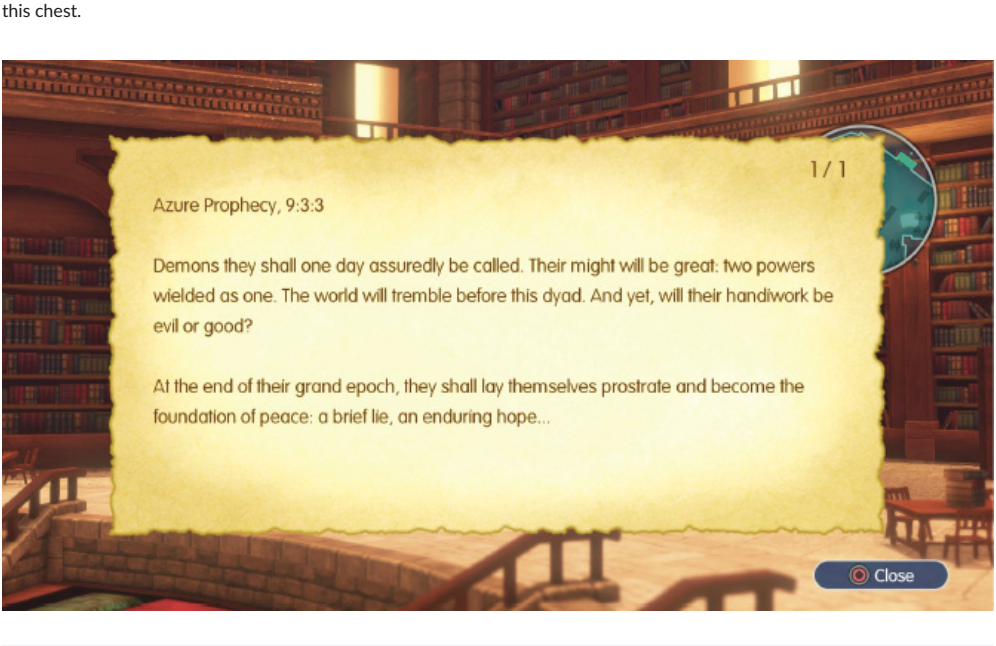
If you want your own vampire, you can trigger its prismtunity by attacking it with a dark-based ability like Dark, Syphon, or Drain. Vampires are powerful Mirages with access to useful HP-stealing abilities (especially when transfigged into their large variants).



After you defeat the bloodsuckers, another cutscene plays. It seems as if Cloud has been expecting the Mirage Keepers and welcomes them into Tometown's main library. Here, you're introduced to two more members from the League of S, Cid and Celes.

Celes
Yes, well, it's far harder to break than you'd think. Trust me.

Cloud was sent to investigate the anchor and chain attached to Tometown and discovered it had been overrun with vampires. After some brainstorming, Cloud deduces that defeating the "Prime" vampire should cure everyone. Since they're essentially Mirage experts now, the twins volunteer to hunt down the master vampire. After the deliberation scene, you can explore the library to read excerpts from the prophecy. Before leaving the main library, open the chest to get **Girl's Diary, Entry 6** in the southern section of the room (slightly northeast from the Save Crystal). Your party leader needs to be in Jiant form to reach this chest.



1/1

Azure Prophecy, 9:3:3

Demons they shall one day assuredly be called. Their might will be great: two powers wielded as one. The world will tremble before this dyad. And yet, will their handiwork be evil or good?

At the end of their grand epoch, they shall lay themselves prostrate and become the foundation of peace: a brief lie, an enduring hope...

FINAL FANTASY ORIGIN—CLOUD

Cloud Strife is the main protagonist in Final Fantasy VII. His spiky blonde hair lends a distinct look to him, and he wields the enormous Buster Sword.

He is one of the most (if not the most) popular Final Fantasy characters among fans and boasts several cameo appearances across various Final Fantasy-related titles.

Cloud performs his signature Omnislash attack when summoned with his Champion Medal in World of Final Fantasy. His nemesis, Sephiroth, is rumored to exist in Grymoire as an Antichampion...

FINAL FANTASY ORIGIN—CELES

General Celes Chere is a genetically modified Magitek knight from Final Fantasy VI.

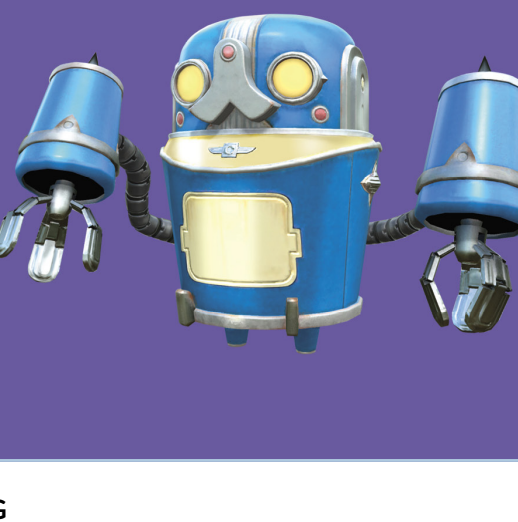
As a rune knight, she can nullify magical attacks with a technique called Runic.

In addition to being a capable magic-wielding warrior, Celes is practiced in espionage, evidenced when she successfully impersonates an opera singer in an iconic sequence with Ultros in FFVI.

FINAL FANTASY ORIGIN—CID

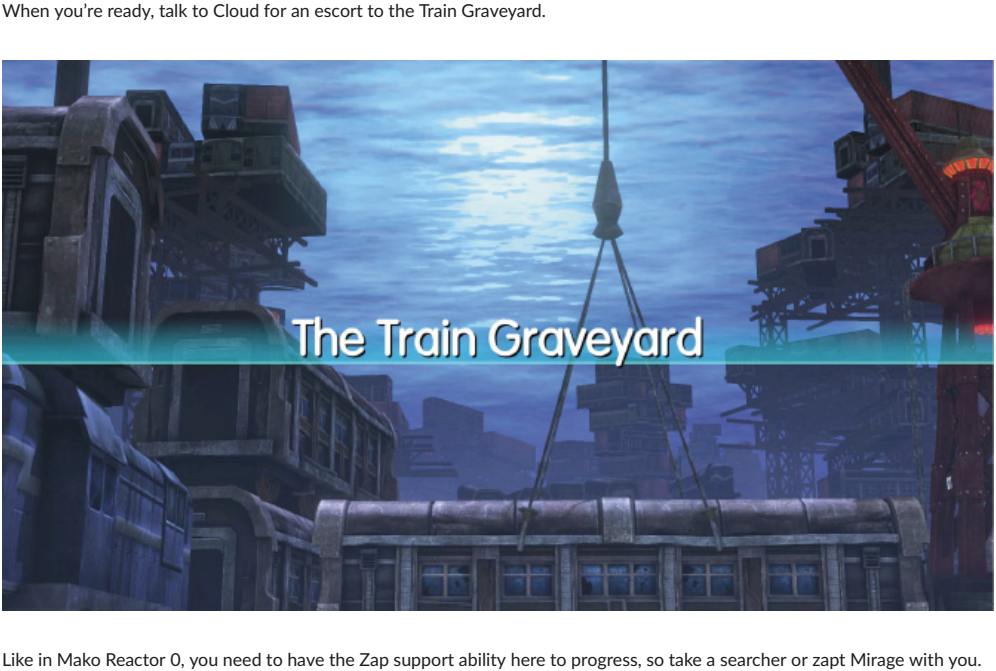
Cid is a recurring set of characters appearing in every single Final Fantasy title since Final Fantasy II. Although each Cid is his own character, he's usually portrayed as an inventor, engineer, or airship captain.

In World of Final Fantasy, his soul is transferred to a robot's body in order to escape death by the Federation.



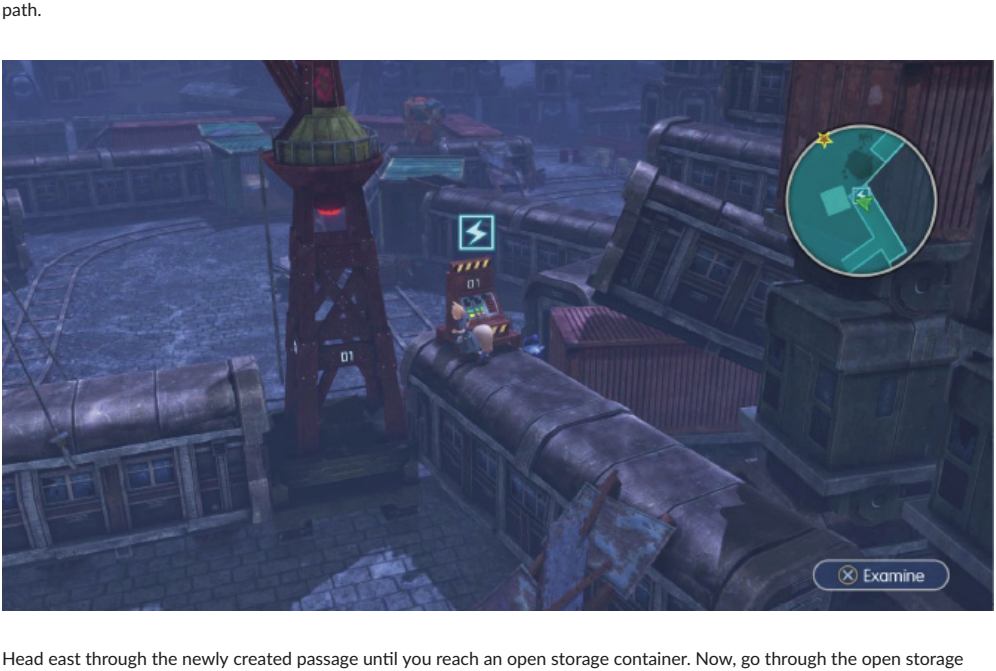
VAMPIRE HUNTING

When you're ready, talk to Cloud for an escort to the Train Graveyard.

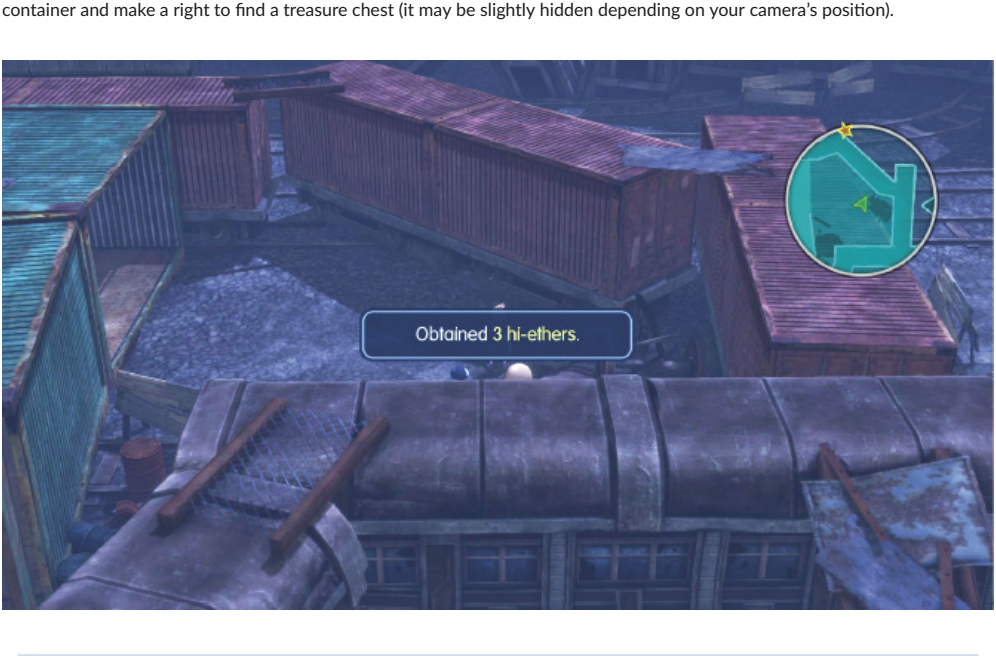

The Train Graveyard

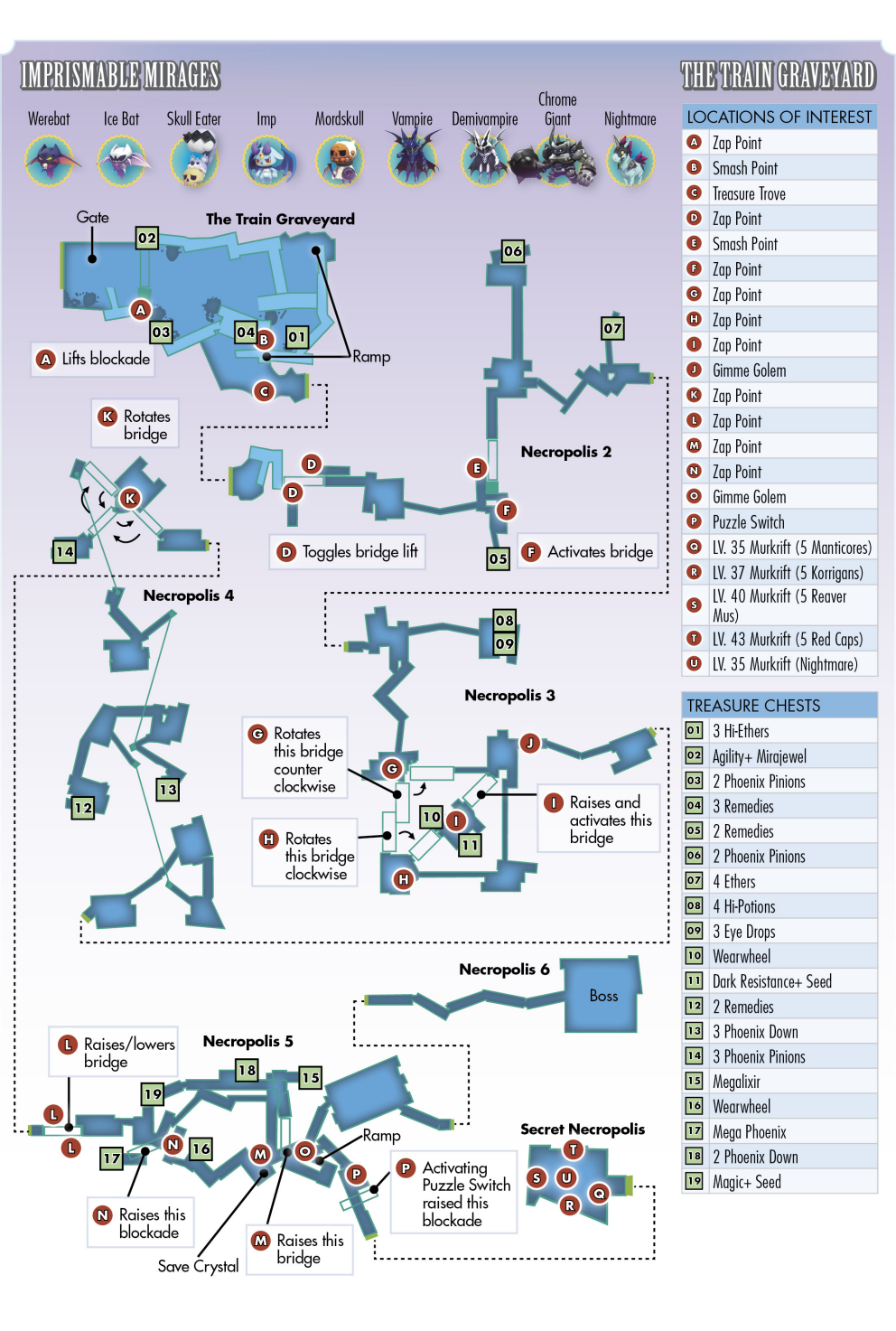
Like in Mako Reactor 0, you need to have the Zap support ability here to progress, so take a searcher or zapt Mirage with you. You also need to have the Smash ability available to get through this dungeon. (If you don't have access to Smash yet, go back to Big Bridge and imprism a mythril giant.)

Start the journey through the Train Graveyard by going up the makeshift ramp to the south, leading up to the top of a train cart. There's a Zap point here that controls a construction lift. Activate it to raise the train cart blockade below, opening up a path.

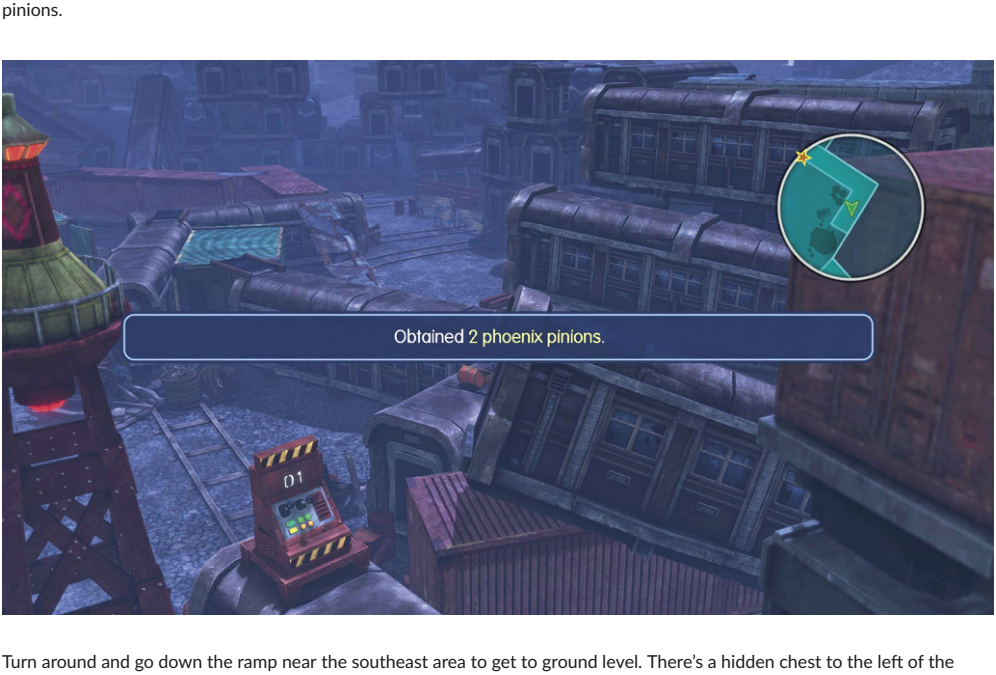


Head east through the newly created passage until you reach an open storage container. Now, go through the open storage container and make a right to find a treasure chest (it may be slightly hidden depending on your camera's position).

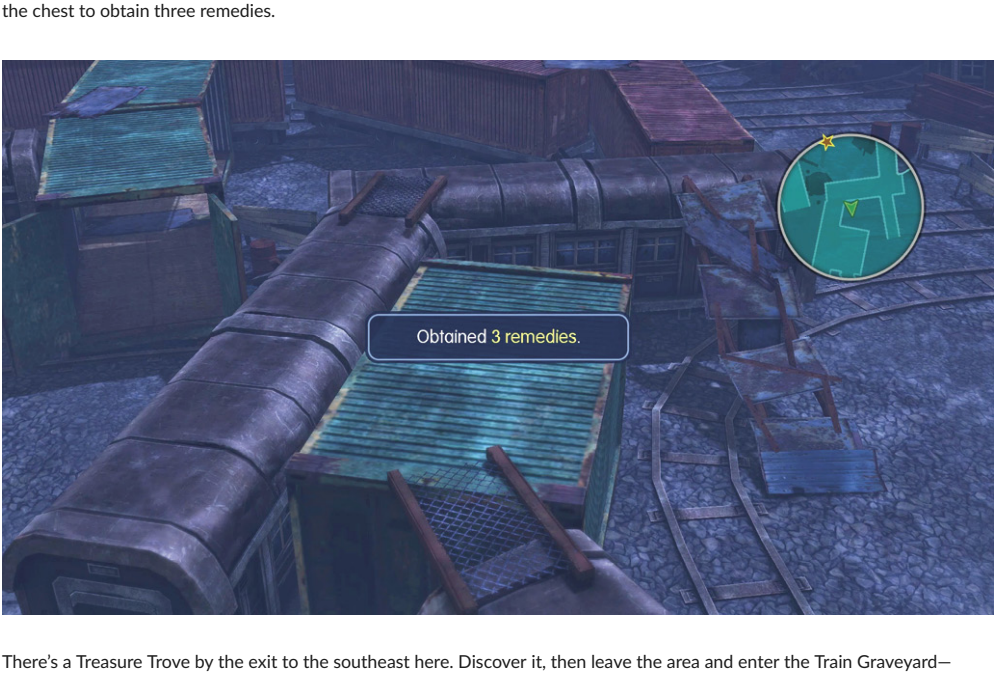

Obtained 3 hi-ethers.


IMPRISMABLE MIRAGES
Werebat
Ice Bat
Skull Eater
Imp
Mordskull
Vampire
Demivampire
Chrome Giant
Nightmare
THE TRAIN GRAVEYARD
LOCATIONS OF INTEREST
A Zap Point
B Smash Point
C Treasure Trove
D Zap Point
E Smash Point
F Zap Point
G Zap Point
H Zap Point
I Zap Point
J Gimme Golem
K Zap Point
L Zap Point
M Zap Point
N Zap Point
O Gimme Golem
P Puzzle Switch
Q LV. 35 Murkrift (5 Manticores)
R LV. 37 Murkrift (5 Korrigans)
S LV. 40 Murkrift (5 Reaver Mus)
T LV. 43 Murkrift (5 Red Caps)
U LV. 35 Murkrift (Nightmare)
TREASURE CHESTS
01 3 Hi-Ethers
02 Agility+ Mirajewel
03 2 Phoenix Pinions
04 3 Remedies
05 2 Remedies
06 2 Phoenix Pinions
07 4 Ethers
08 4 Hi-Potions
09 3 Eye Drops
10 Wearwheel
11 Dark Resistance+ Seed
12 2 Remedies
13 3 Phoenix Down
14 3 Phoenix Pinions
15 Megalixir
16 Wearwheel
17 Mega Phoenix
18 2 Phoenix Down
19 Magic+ Seed
Gate
The Train Graveyard
A Lifts blockade
Ramp
K Rotates bridge
D Toggles bridge lift
F Activates bridge
Necropolis 2
Necropolis 4
Necropolis 3
G Rotates this bridge counter clockwise
H Rotates this bridge clockwise
I Raises and activates this bridge
Necropolis 6
Boss
Necropolis 5
L Raises/lowers bridge
Ramp
Secret Necropolis
P Activating Puzzle Switch raised this blockade
N Raises this blockade
M Raises this bridge
Save Crystal

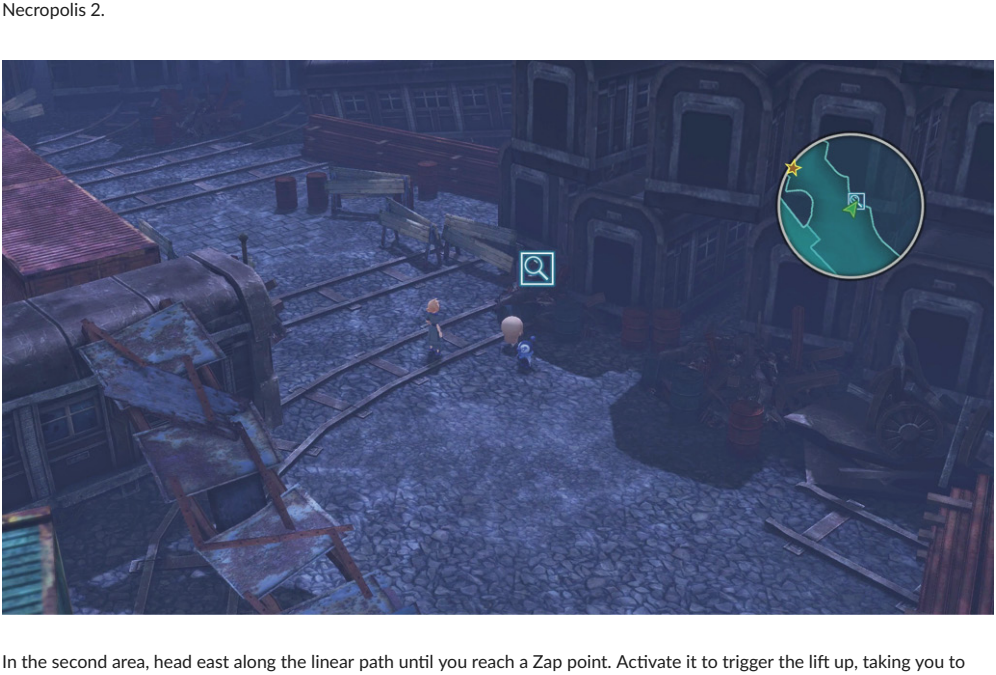
Open it to pick up three hi-ethers, then continue to the northeast portion of the area and go up the ramp onto the top of the storage units. From the upper "floor" on top of the carts and storage units, find your way to the northwest portion of the map to find a chest containing an Agility+ mirajewel. Then, head to the southeast section until you reach a Smash point blocking the path north. Find and destroy the blockade, then follow the path leading west to open up a chest holding two phoenix pinions.


Obtained 2 phoenix pinions.

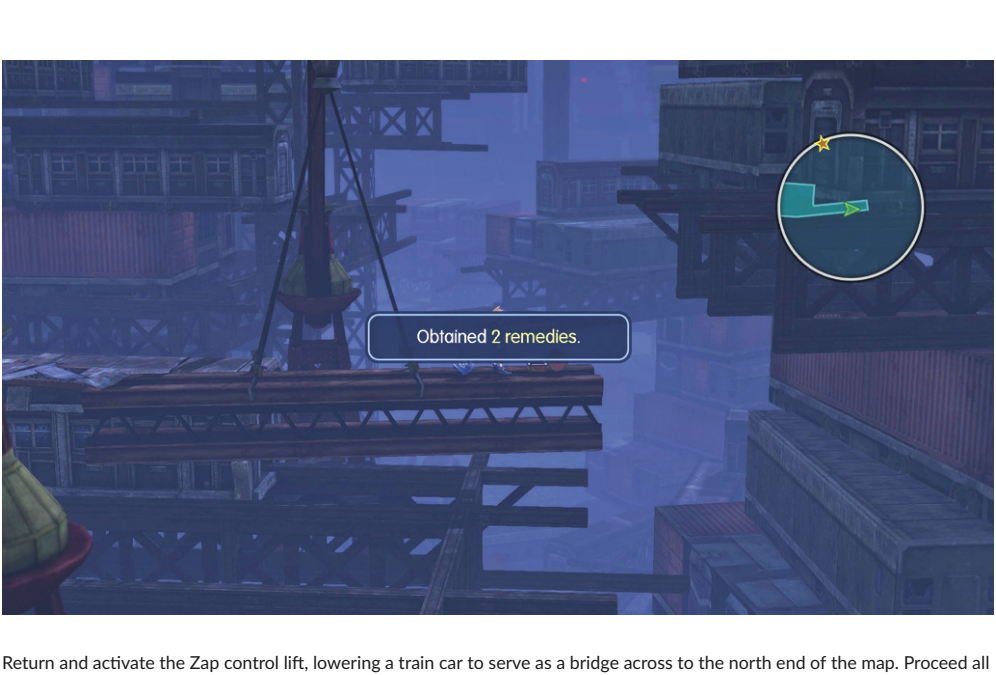
Turn around and go down the ramp near the southeast area to get to ground level. There's a hidden chest to the left of the ramp, blocked from view. Move around the area until you see the "Examine" prompt at the bottom-right of the screen. Open the chest to obtain three remedies.


Obtained 3 remedies.

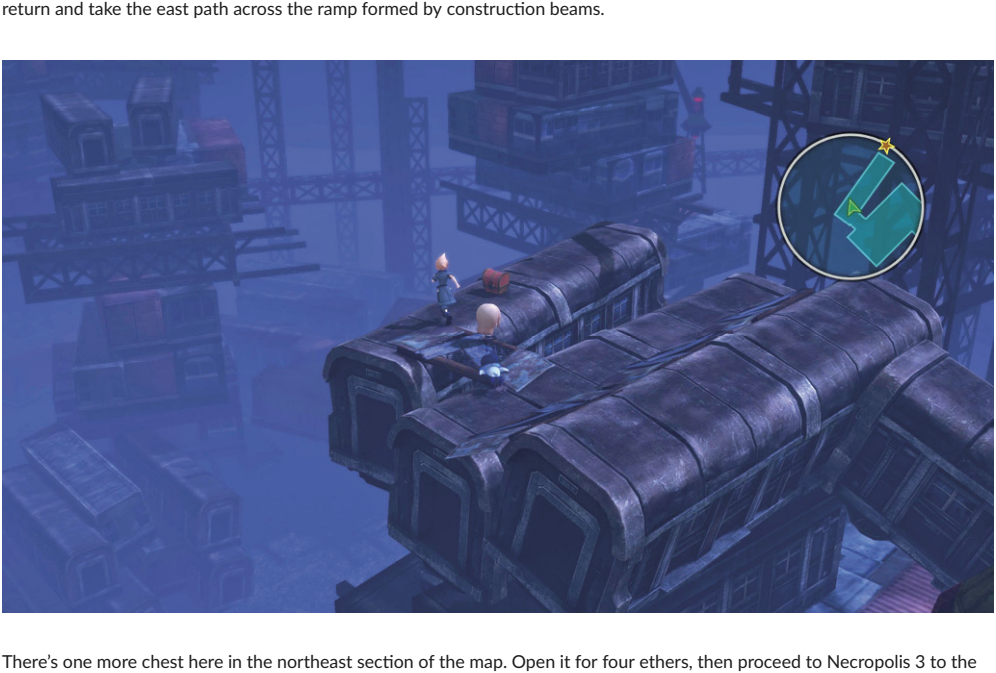
There's a Treasure Trove by the exit to the southeast here. Discover it, then leave the area and enter the Train Graveyard—Necropolis 2.



In the second area, head east along the linear path until you reach a Zap point. Activate it to trigger the lift up, taking you to another control panel. You can ignore this one and continue east along the top of the train cars. Keep going until you get to a Smash point blockade near another control panel. This one isn't optional, so hopefully you've brought along a large dragon or mythril giant. Walk down the path to the right of the control panel, and open the chest at the end of the construction beam to obtain two remedies.

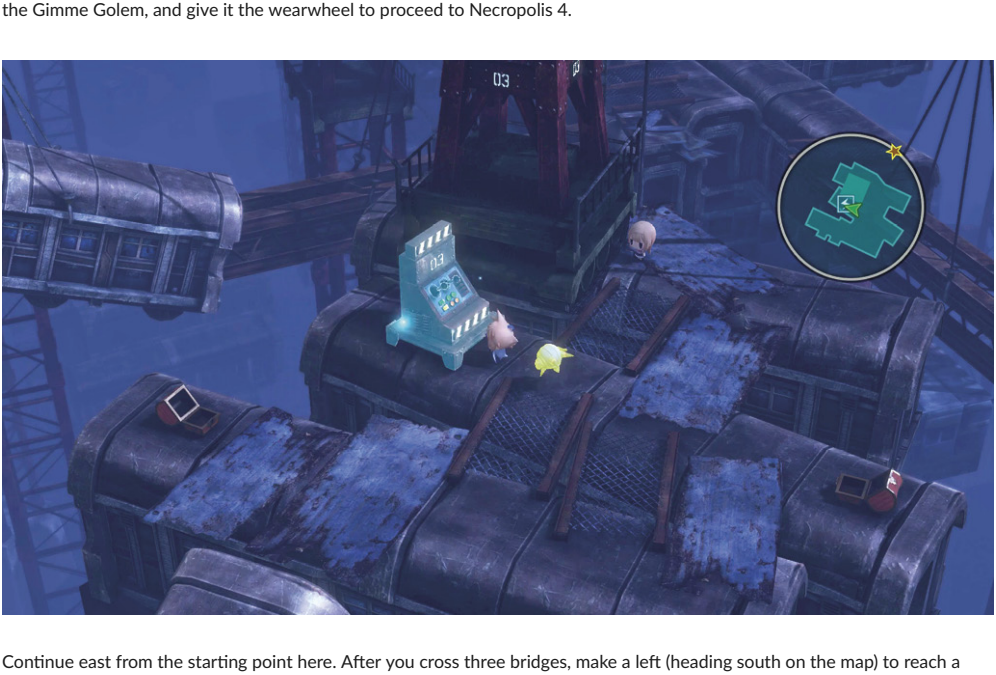

Obtained 2 remedies.

Return and activate the Zap control lift, lowering a train car to serve as a bridge across to the north end of the map. Proceed all the way north, crossing another train car bridge to a dead end. Grab two phoenix pinions from a treasure chest there, then return and take the east path across the ramp formed by construction beams.

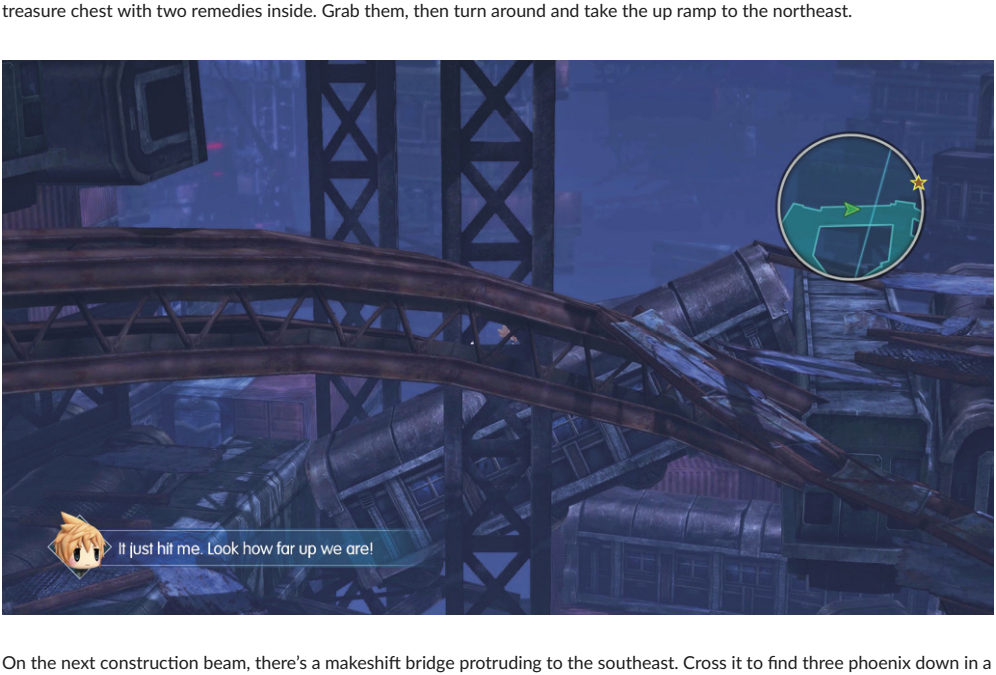


There's one more chest here in the northeast section of the map. Open it for four ethers, then proceed to Necropolis 3 to the east.

Cross the long beam bridge to the east to find two treasure chests. Open them and find four hi-potions and three eye drops. Return across the beam bridge, then follow the south path until you get to a control lift. Activate it to move the train car bridge, aiming it to the east. Cross it to the next platform, where there's a Gimme Golem blocking the exit. From the golem, follow the construction beam bridge directly south, eventually leading to another control panel. Activate it to move a nearby train car. Use this as a ramp to reach the center platform with another Zap point and two treasure chests. Open the chests for a wearwheel and a Dark Resistance+ seed, then activate the lift controls to create a bridge to the northeast. Cross it to get to the Gimme Golem, and give it the wearwheel to proceed to Necropolis 4.

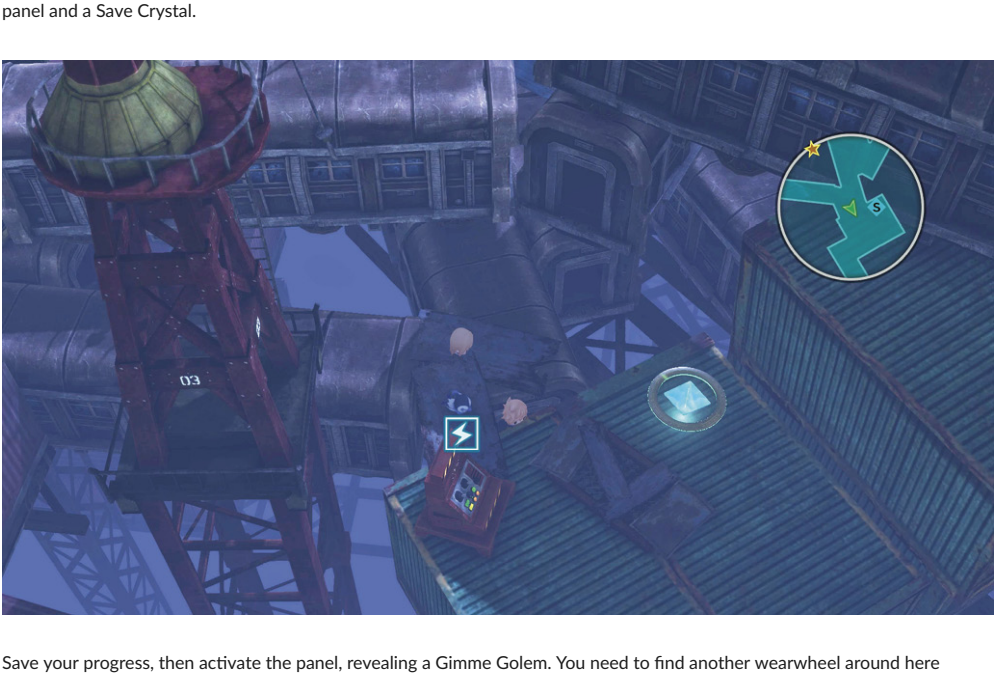


Continue east from the starting point here. After you cross three bridges, make a left (heading south on the map) to reach a treasure chest with two remedies inside. Grab them, then turn around and take the up ramp to the northeast.


It just hit me. Look how far up we are!

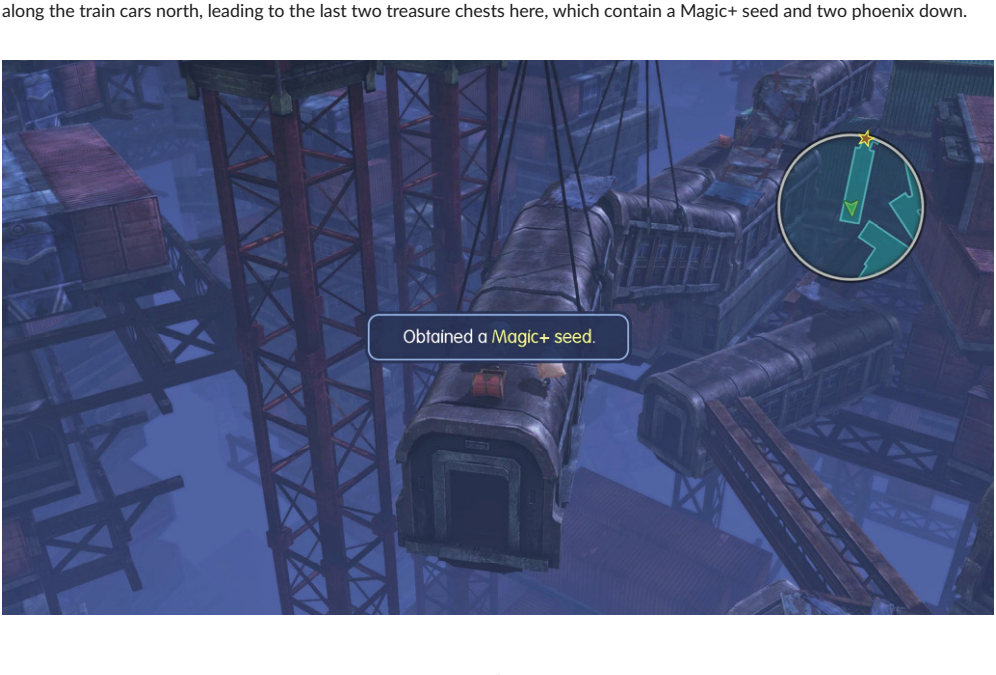
On the next construction beam, there's a makeshift bridge protruding to the southeast. Cross it to find three phoenix down in a treasure chest at the end. Go back and continue climbing, making your way north on the map. At the pinnacle, activate the Zap control panel to move the train car that you just crossed. Cross the bridge again to reach a treasure chest to the southwest. Open it to obtain three phoenix pinions, then return to the control panel and activate it one more time to move the bridge, giving you access to the exit into Necropolis 5.

From the starting point here, activate the nearby control panel to descend. Proceed east, following the linear path until you reach an opening inside a storage container to the left. Go through it and follow the bend to the east to find and open a hidden treasure chest containing a megalixir. Now, return to the storage unit opening and go right (south), where there's a control panel and a Save Crystal.



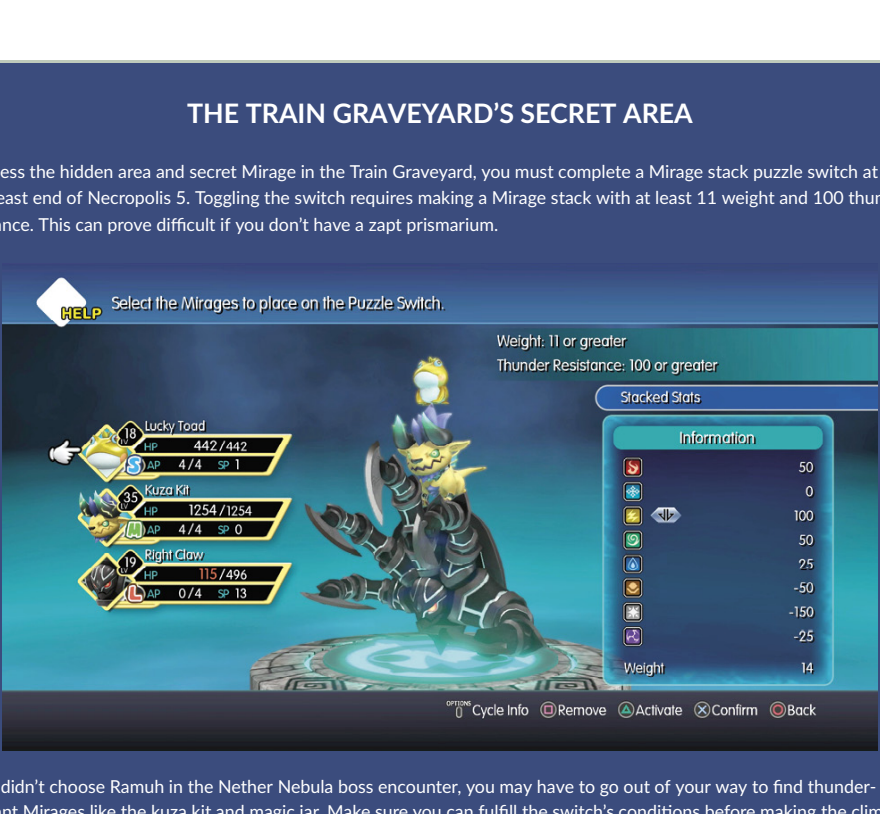
Save your progress, then activate the panel, revealing a Gimme Golem. You need to find another wearwheel around here somewhere, so head west from the Save Crystal. Along the path is a treasure chest with the wearwheel that you need inside. Open it, then activate the control panel up the nearby ramp to lift one of the train cars near the beginning of the area. Backtrack to that chest and pick up the mega phoenix inside.

Return to the Gimme Golem to give it what it needs, then climb the ramp to the right to get to the upper area. Up here, travel along the train cars north, leading to the last two treasure chests here, which contain a Magic+ seed and two phoenix down.


Obtained a Magic+ seed.

THE TRAIN GRAVEYARD'S SECRET AREA

To access the hidden area and secret Mirage in the Train Graveyard, you must complete a Mirage stack puzzle switch at the southeast end of Necropolis 5. Toggling the switch requires making a Mirage stack with at least 11 weight and 100 thunder resistance. This can prove difficult if you don't have a zapt prismarium.


HELP
Select the Mirages to place on the Puzzle Switch.
Weight: 11 or greater
Thunder Resistance: 100 or greater
Stacked Stats
Information
50
0
100
50
25
-50
-150
-25
Weight 14
18 Lucky Toad
HP 442/442
AP 4/4 SP 1
35 Kuza Kit
HP 1254/1254
AP 4/4 SP 0
19 Right Claw
HP 115/496
AP 0/4 SP 13
Cycle Info
Remove
Activate
Confirm
Back

If you didn't choose Ramuh in the Nether Nebula boss encounter, you may have to go out of your way to find thunder-resistant Mirages like the kuza kit and magic jar. Make sure you can fulfill the switch's conditions before making the climb up the Train Graveyard since it's a long trek up!

Successfully completing the puzzle switch opens up a path to the south leading to the Secret Necropolis. Here, you find four murkrifts. Completing them reveals another murkrift that houses the rare nightmare Mirage. It's recommended that your average party level is at least 40 before you take on these murkrifts. You should also come prepared with plenty of curatives and access to all-targeting water- and fire-based attacks.

The southeast murkrift (Level 35) contains five manticore Mirages. These are weak to water, so having a Water spellstone or access to an all-targeting spell like Waterga helps tremendously here. They have a poison-inflicting attack, so try to dispatch them as quickly as possible. You may also want to imprism one of these, since it's a rare species and won't be seen again for some time.

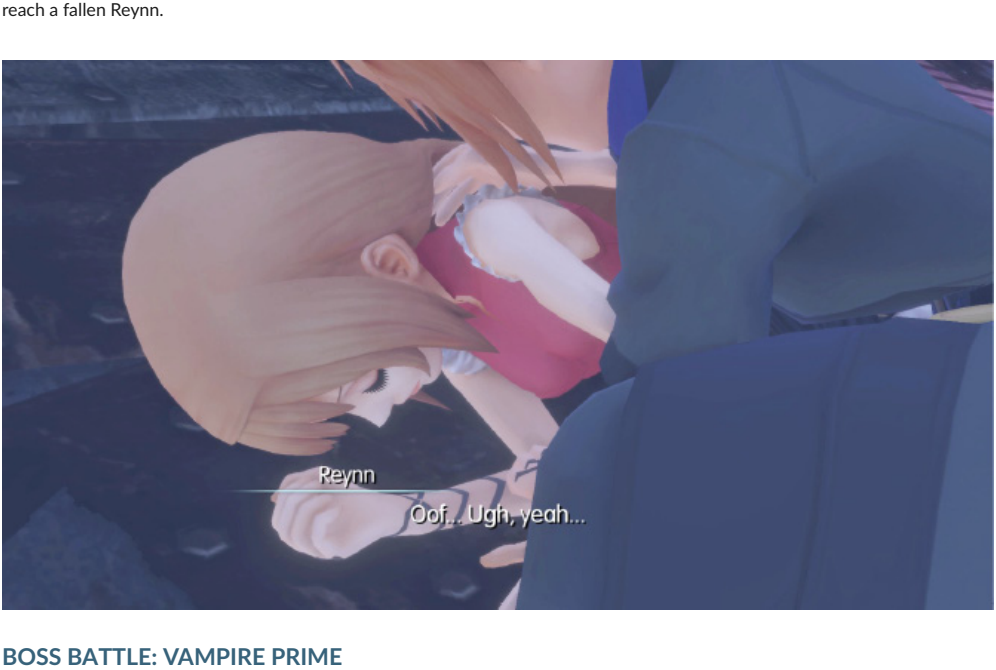
The southern murkrift (Level 37) consists of five korrigan Mirages. These are weak to fire, so like the manticores, you can annihilate them with a fire spellstone if you have one. Blaze or Firaga work, as well. Like the manticore encounter, it's imperative that you defeat them quickly because they primarily attack with Sleep Leaves, severely incapacitating your party. It's highly recommended you set up your party to be resistant to the Sleep effect before attempting this encounter, so consider returning to the previous area to access your Prism Case and saving your progress before entering this murkrift.

The western murkrift (Level 40) houses five reaver mus. These are weak to fire but attack with an Oblivion-inflicting ability called Lethean Punch. If both of your stacks are afflicted by Oblivion, it can make the encounter extremely difficult. Bring plenty of rememb herbs, and try to obliterate the reaver mus as quickly as you can.

The northern murkrift (Level 43) has five red cap goblin Mirages inside it. These are weak to water, so hopefully you have either a Water spellstone or access to Waterga in one of your stacks.

Complete all four murkrifts to spawn the final murkrift (Level 35). Before you enter the final murkrift, save your progress at the Save Crystal in Necropolis 5, and make sure that you bring a dark-based attack like Drain or Dark. Although defeating the nightmare Mirage inside is relatively easy, you only get one shot at imprisming it (since murkrifts don't respawn). Trigger its prismtunity with your dark attacks, then imprism it to obtain its prismarium and memento.

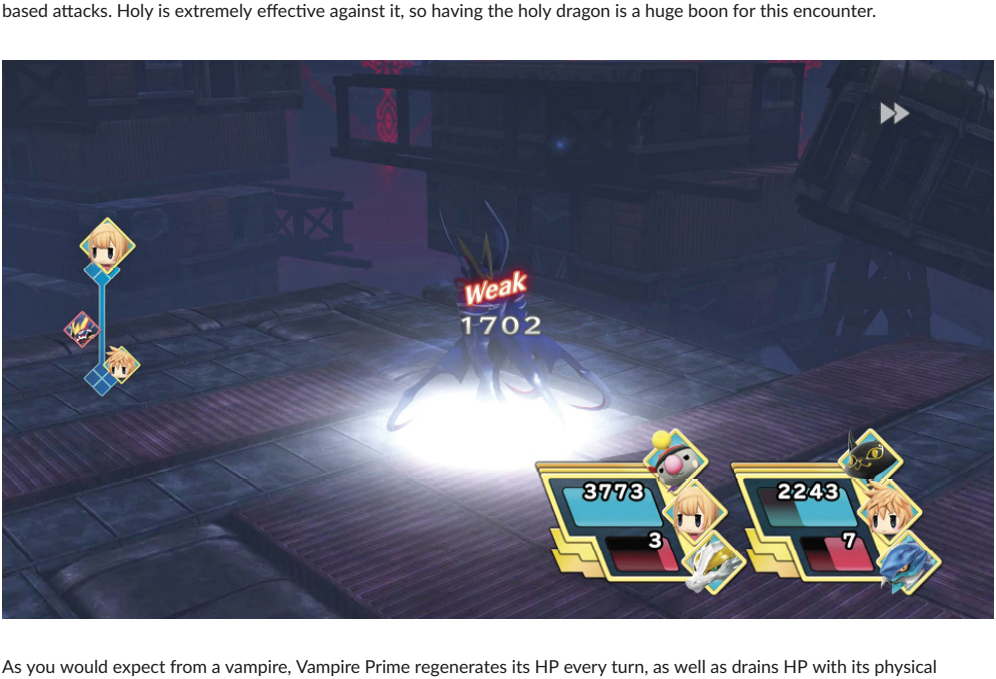
Now for the final stretch of the Train Graveyard. Head to the large platform, northeast of the Save Crystal. A cutscene plays out here, with the Vampire Prime kidnapping Reynn. As Lann, enter the next area to the east, and follow the path until you reach a fallen Reynn.


Reynn
Oof... Ugh, yeah...

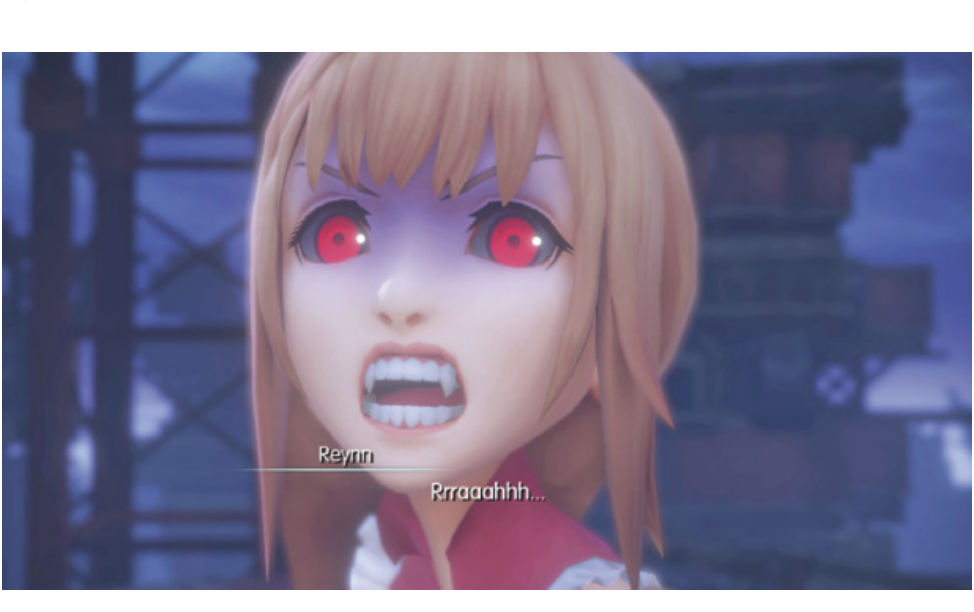
BOSS BATTLE: VAMPIRE PRIME

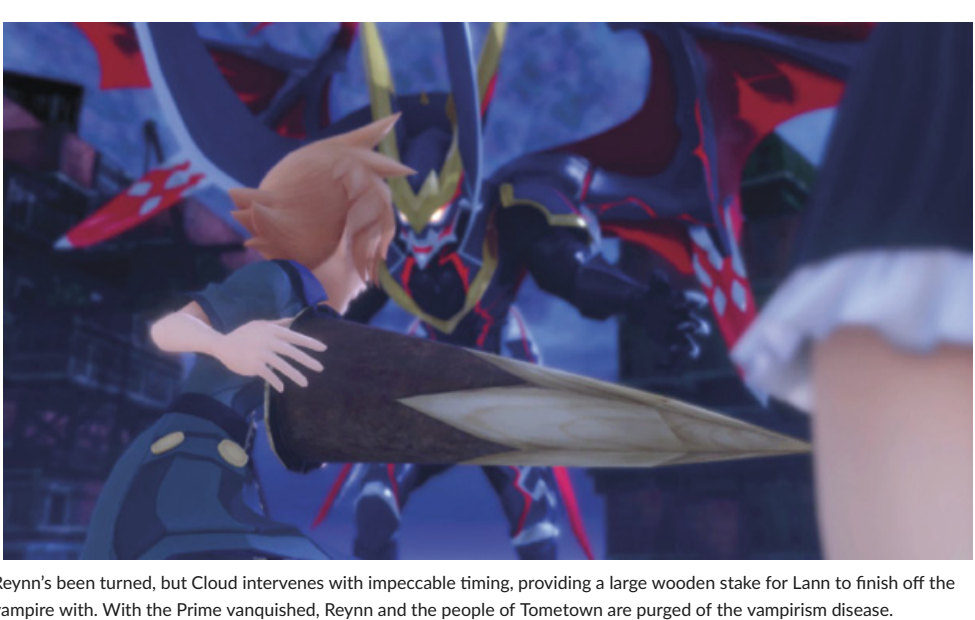
Reynn joins the battle with the master vampire, although she seems a bit off...

Vampire Prime is a much stronger version of the vampires you've been facing, but it also retains the same weakness to light-based attacks. Holy is extremely effective against it, so having the holy dragon is a huge boon for this encounter.


Weak
1702
3773
3
2243
7

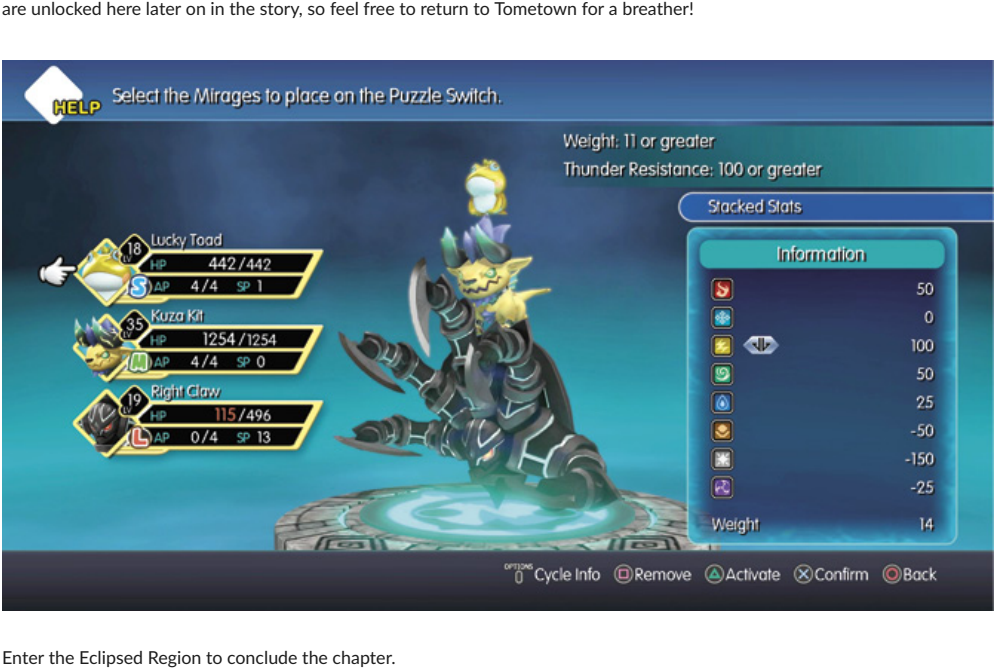
As you would expect from a vampire, Vampire Prime regenerates its HP every turn, as well as drains HP with its physical attacks. It also has access to an ability called "Call For Help," which summons three werebats to fight alongside it. You can prevent Vampire Prime from using this ability if you defeat all of his minions except one. Focus all of your damage on the master vampire, using your Champion Gauge if you have to. Its defenses aren't too impressive, especially if you're blasting it with the Holy spell. Once it's down, you can take out the remaining werebat (or werebats) without issue, though it turns out vampires are immortal.


Reynn
Rrraaahhh...



Reynn's been turned, but Cloud intervenes with impeccable timing, providing a large wooden stake for Lann to finish off the vampire with. With the Prime vanquished, Reynn and the people of Tometown are purged of the vampirism disease. Additionally, you find the Key of Shadows, apparently dropped by the Vampire Prime.

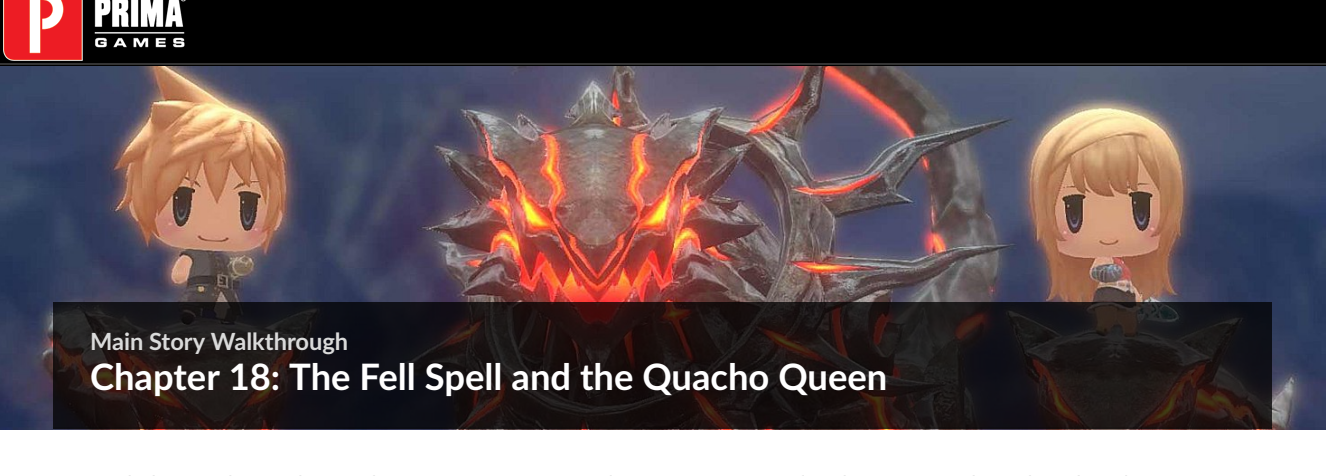
After the cutscene, save your progress, then return to Nine Wood Hills through the Exit Gate. Take the Gate from Sylver Park to the Eclipsed Region, then return to the main library in Tometown of the Ancients to check in with Cid. He gives the twins their next destination, a continent called Besaid. You can talk to Cid and Celes a few more times for additional backstory, as they have interesting tidbits to tell you. Before leaving Tometown, you can pick up two Miniventure quests from the locals: The Spellstone Scholar and Mirage Pandemonium. You can find them by the Gate in Tometown. Note that additional Miniventures are unlocked here later on in the story, so feel free to return to Tometown for a breather!


HELP
Select the Mirages to place on the Puzzle Switch.
Weight: 11 or greater
Thunder Resistance: 100 or greater
Stacked Stats
Information
Lucky Toad
Kuza Kit
Right Claw
Weight 14
Cycle Info
Remove
Activate
Confirm
Back

Enter the Eclipsed Region to conclude the chapter.

NEW MINIVENTURES

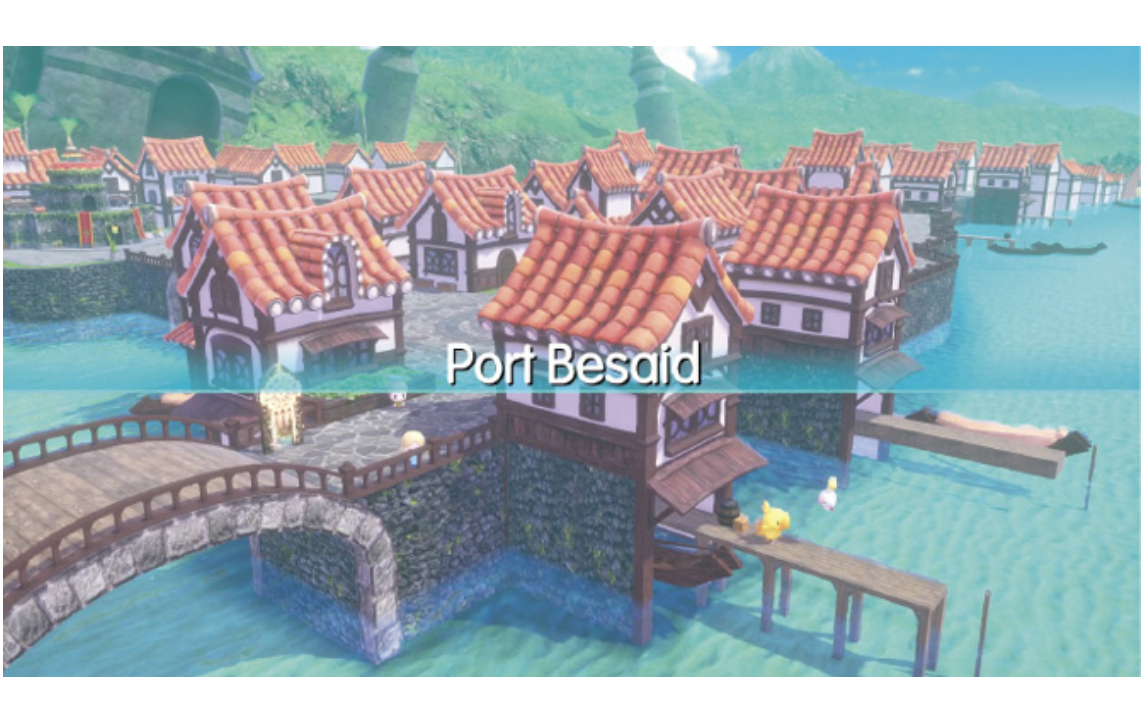
- The Spellstone Scholar
- Mirage Pandemonium



Main Story Walkthrough

Chapter 18: The Fell Spell and the Quacho Queen

With three of the four keys in their possession, Reynn and Lann are off to travel to the continent above the Eclipsed Region to retrieve the final key. They see a brightly lit train station off in the distance, northeast of Tometown. Tama figures that the train there may be able to take them to where they need to go. But… Besaid is, quite literally, up above…


Port Besaid

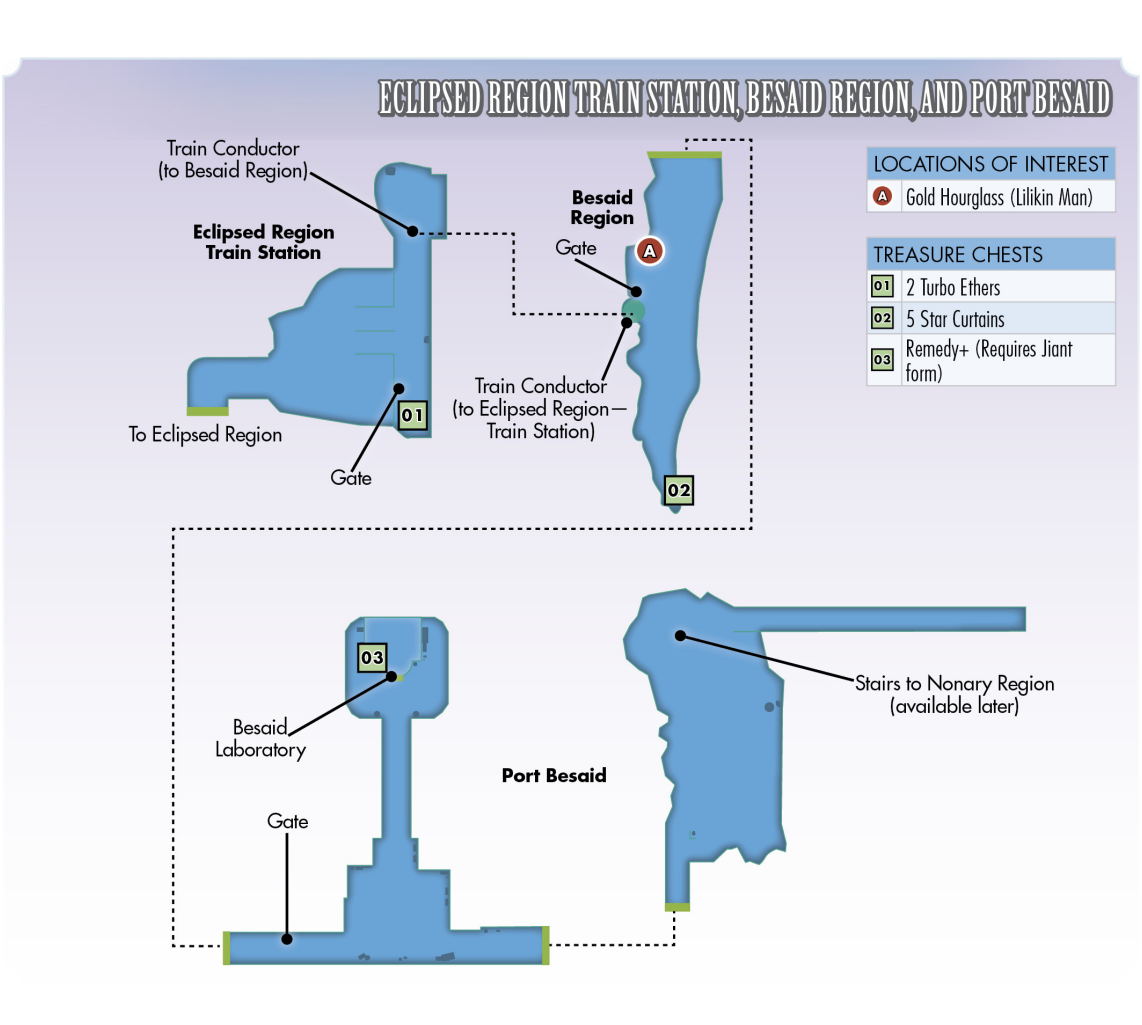
Action Checklist
1. Enter the train station northeast of Tometown of the Ancients
2. Board the train to Port Besaid
3. Inquire about the Sunken Temple and speak to the pantologist
4. Obtain a quacho ruby
5. Obtain the Key of Tides

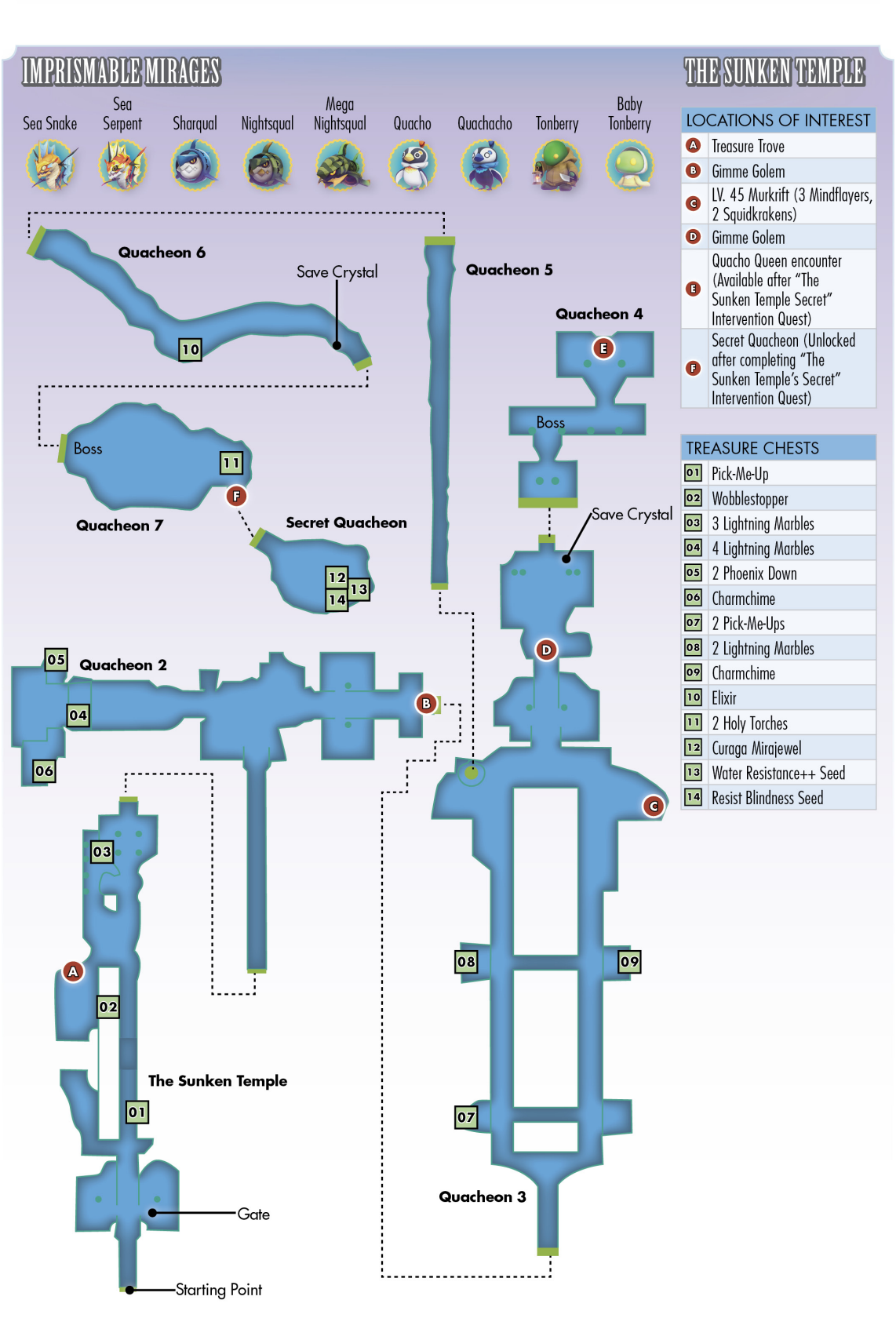
NEW INTERVENTION QUESTS

- Two Different Conversations

NEW MINIVENTURES

- A Dancer's Dilemma
- Scaling the Walls of Love


ECLIPSED REGION TRAIN STATION, BESAID REGION, AND PORT BESAID
Train Conductor (to Besaid Region)
Eclipsed Region Train Station
To Eclipsed Region
Gate
01
Besaid Region
Gate
A
Train Conductor (to Eclipsed Region—Train Station)
02
03
Besaid Laboratory
Gate
Port Besaid
Stairs to Nonary Region (available later)
LOCATIONS OF INTEREST
A Gold Hourglass (Lilikin Man)
TREASURE CHESTS
01 2 Turbo Ethers
02 5 Star Curtains
03 Remedy+ (Requires Jiant form)


IMPRISMABLE MIRAGES
Sea Snake
Sea Serpent
Sharqual
Nightsqual
Mega Nightsqual
Quacho
Quachacho
Tonberry
Baby Tonberry
THE SUNKEN TEMPLE
Quacheon 6
Save Crystal
10
Boss
11
F
Quacheon 7
Secret Quacheon
12
13
14
Quacheon 5
Quacheon 4
E
Boss
Save Crystal
D
05
Quacheon 2
04
06
B
C
03
A
02
The Sunken Temple
01
Gate
Starting Point
08
09
07
Quacheon 3
LOCATIONS OF INTEREST
A Treasure Trove
B Gimme Golem
C LV. 45 Murkrift (3 Mindflayers, 2 Squidkrakens)
D Gimme Golem
E Quacho Queen encounter (Available after "The Sunken Temple Secret" Intervention Quest)
F Secret Quacheon (Unlocked after completing "The Sunken Temple's Secret" Intervention Quest)
TREASURE CHESTS
01 Pick-Me-Up
02 Wobblestopper
03 3 Lightning Marbles
04 4 Lightning Marbles
05 2 Phoenix Down
06 Charmchime
07 2 Pick-Me-Ups
08 2 Lightning Marbles
09 Charmchime
10 Elixir
11 2 Holy Torches
12 Curaga Mirajewel
13 Water Resistance++ Seed
14 Resist Blindness Seed

UP AND UNDER THE SEA

The chapter begins in the Eclipsed Region, with a new waypoint to the northeast of Tometown of the Ancients. Enter the station to trigger a cutscene with the Cactuar Conductor. Here, you can pick up a new Miniventure called **"A Dancer's Dilemma"** from a Lilikin woman next to the Gate. All that's required to complete the objective for the quest is to imprism a female Mirage, which you most likely have done by now (Tama fulfills this quest if you have her with you). You can turn it in immediately here to obtain an **Accuracy+ seed**.

Miniventure accepted: "A Dancer's Dilemma"

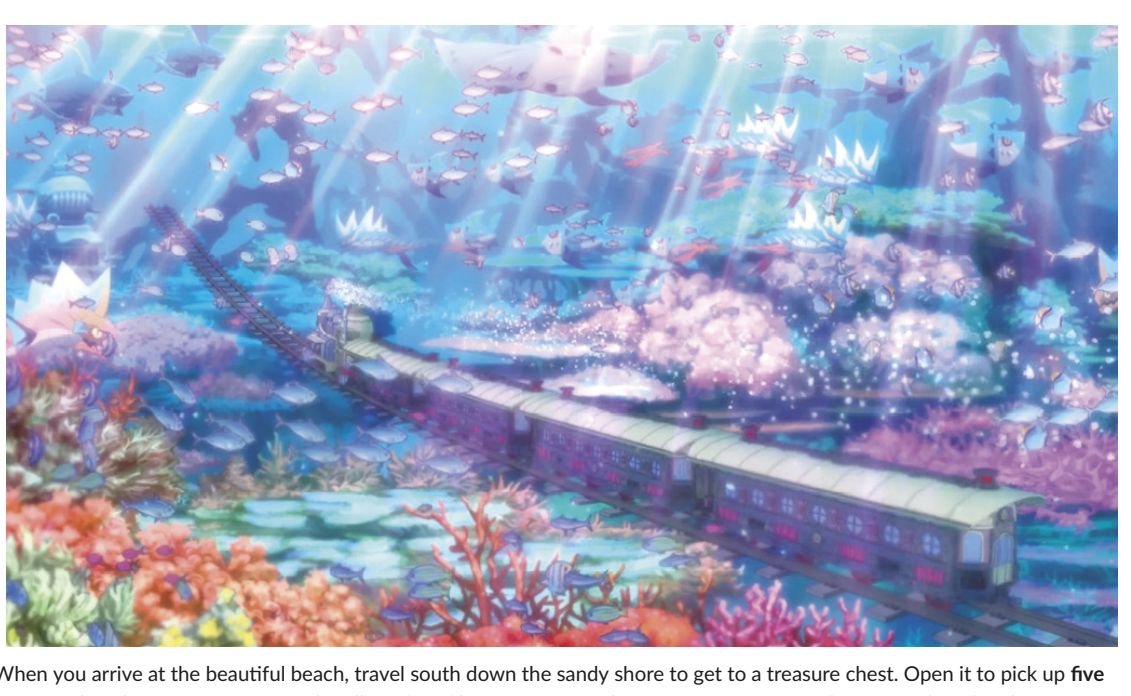
BACK AT THE TEAROOM

If you haven't visited the Girl's Tearoom recently, you can return to Nine Wood Hills through the Gate here. A new Intervention Quest has been unlocked, as well as new Champion Medals.

Before you board the train, grab the **two turbo ethers** in the chest up the stairs (just above the Gate).

Obtained 2 turbo ethers.

Talk to the Cactuar Conductor to board the train, triggering an animated cutscene. With an amazing defiance of gravity, the train and its tracks stand perpendicular to the ground before ascending. The train eventually enters the "continent above" through an ocean floor and docks near Port Besaid in the Besaid Region.



When you arrive at the beautiful beach, travel south down the sandy shore to get to a treasure chest. Open it to pick up **five star curtains**, then on your way north, talk to the Lilikin man next to the Gate. He gives you advice regarding the Slow status ailment and a complimentary **gold hourglass**. Now, enter Port Besaid to begin your inquiry about the "temple in the deep."

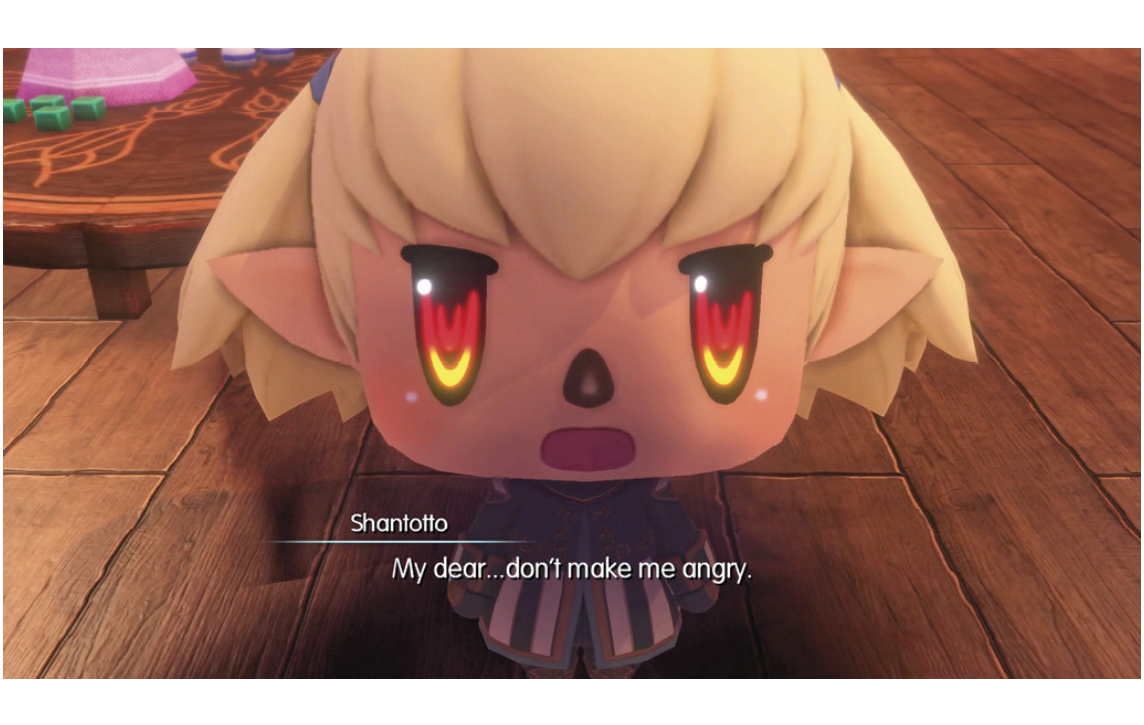
To progress the main quest, start by talking to the locals here (indicated by exclamation point quest markers). You can also accept the **"Scaling the Walls of Love"** Miniventure quest from one of the Lilikin near the center of town. If you don't already have the five fish scales required for the quest, you can purchase them from the Chocolatte Mart.

Once you've spoken with everyone, Lann notices an advertisement for a "pantologist" in the area. Unlike the townsfolk, maybe this pantologist can help the twins find the Sunken Temple. You can find the pantologist in the Besaid Laboratory at the north side of town. Before you enter the laboratory, open up the chest sitting on top of the left side of the building. You need to be able to reach it, so change your party leader to their Jiant form to obtain the **remedy+** inside.

Obtained a remedy+.

DEEP SEA DIVING

Enter the laboratory to meet the aforementioned pantologist, Shantotto. The twins ask her for help finding the Sunken Temple, and she's happy to oblige, taking away Lann's ability to breathe normally. Reynn accuses her of being a murderer, which Shantotto doesn't respond kindly to, so you're forced into an unwinnable encounter.


Shantotto
My dear...don't make me angry.

After Shantotto promptly destroys you (don't worry, it's not game over), the cutscene continues with Reynn and Lann alive and well.

Although her methods are questionable, Shantotto helps Reynn and Lann with their voyage to the temple by granting them both the ability to breathe underwater. They're also joined by Tidus, another Champion who serves as their navigator to the temple.

Lann
Whoa, check it out!
We're in the ocean and we're actually breathing!

After the cutscene, you start in an area called the Sea. Here, the path to the Sunken Temple is linear. Simply swim forward while collecting the floating orbs along the way until you finally reach the Sunken Temple. Collecting all of the orbs nets you **four ethers**, **four hi-potions**, **two water spellstones**, and **five Shell stones**.

FINAL FANTASY ORIGIN—SHANTOTTO

Shantotto is an exceptionally powerful Tarutaru black mage, originally from Final Fantasy XI.

She's known for her distinct laugh and her peculiar rhyming pattern in her speech. She's also immodestly patronizing and has a short temper, as proven by the twins' first encounter with her.

FINAL FANTASY ORIGIN—TIDUS

Tidus is the main protagonist in Final Fantasy X. Tidus is a blitzball player and wears a pendant of his team, the Zanarkand Abes, around his neck.

It's not made totally clear how (and this is referenced in World of Final Fantasy), but blitzball players like Tidus have the ability to breathe underwater.

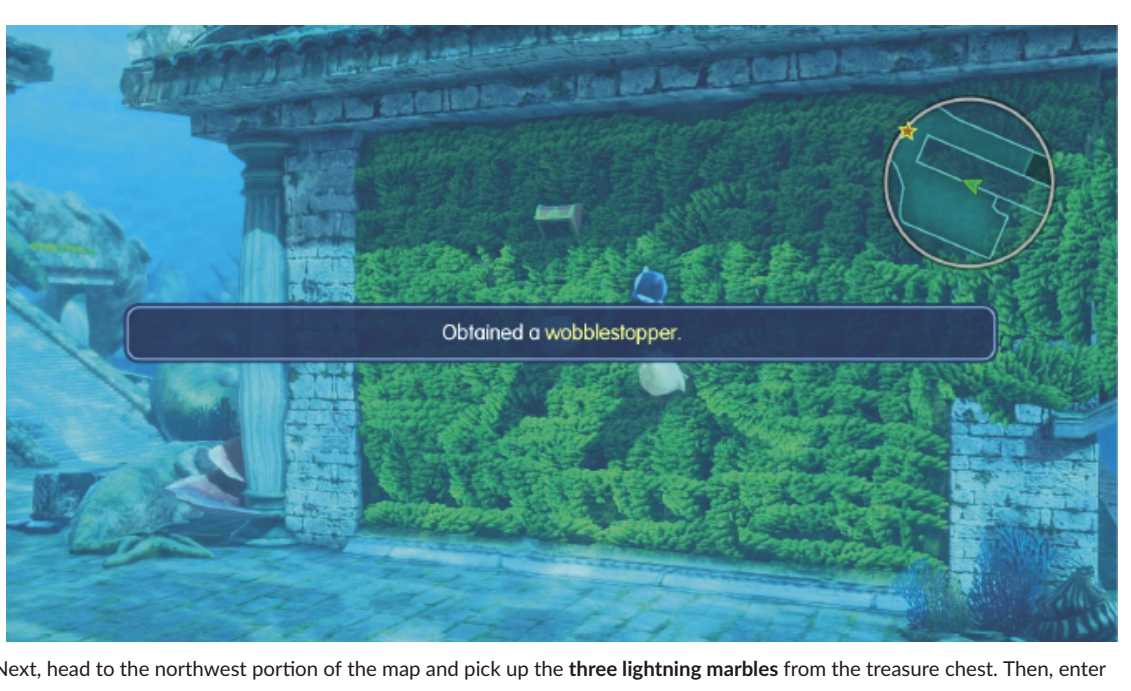
THE SUNKEN TEMPLE

Upon entering the Sunken Temple, there's a Gate you can use to teleport back to Nine Wood Hills in case you need to resupply at the Chocolatte Mart or visit the Girl's Tearoom. However, until you complete the Sunken Temple, you won't be able to travel to any other location in Grymoire.

The Sunken Temple

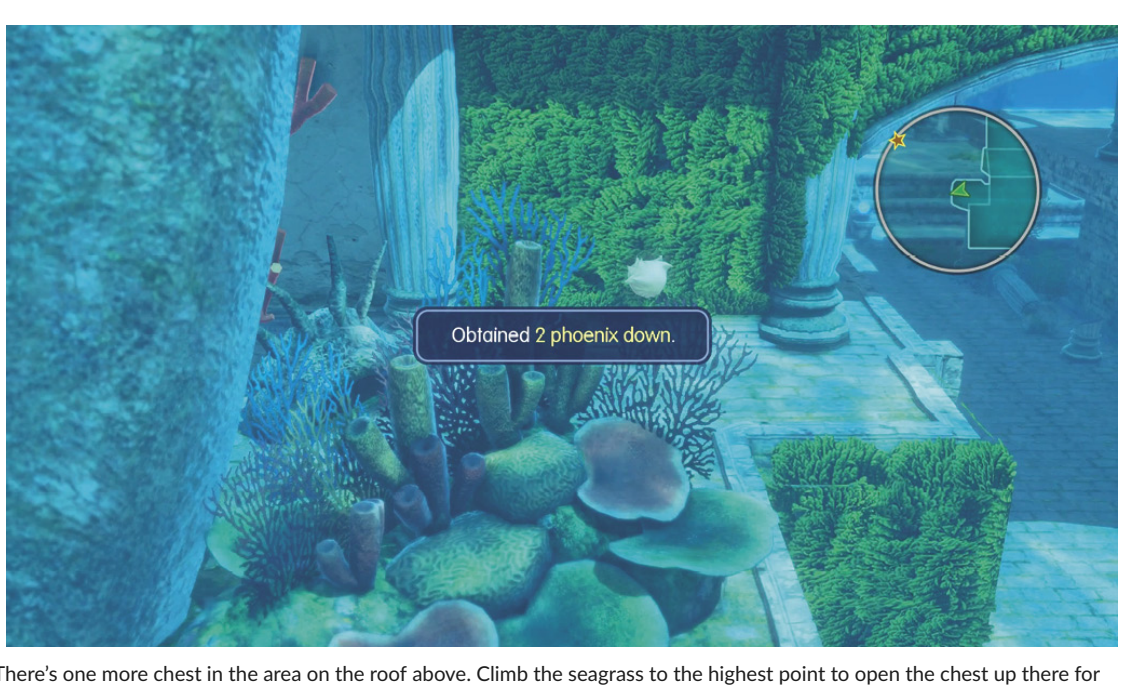
From the starting point, head north for a scene with Tama explaining the special walls inside the Sunken Temple. These walls covered in seagrass allow you to defy gravity and walk along them in order to reach certain areas of the map. Up the middle hallway, there's a treasure chest along the right side of the wall containing a **pick-me-up**. Pick it up, then continue north while traveling along the wall. On the west side of the map after crossing the center gap, there's another chest mounted against the wall that holds a **wobblestopper**. Proceed slightly northwest of there on ground level to discover a Treasure Trove if you have a strolling Mirage with you.

Tama
In some areas, the walls have their own the-gravity.
Which lets us do cool the-stuff like this!

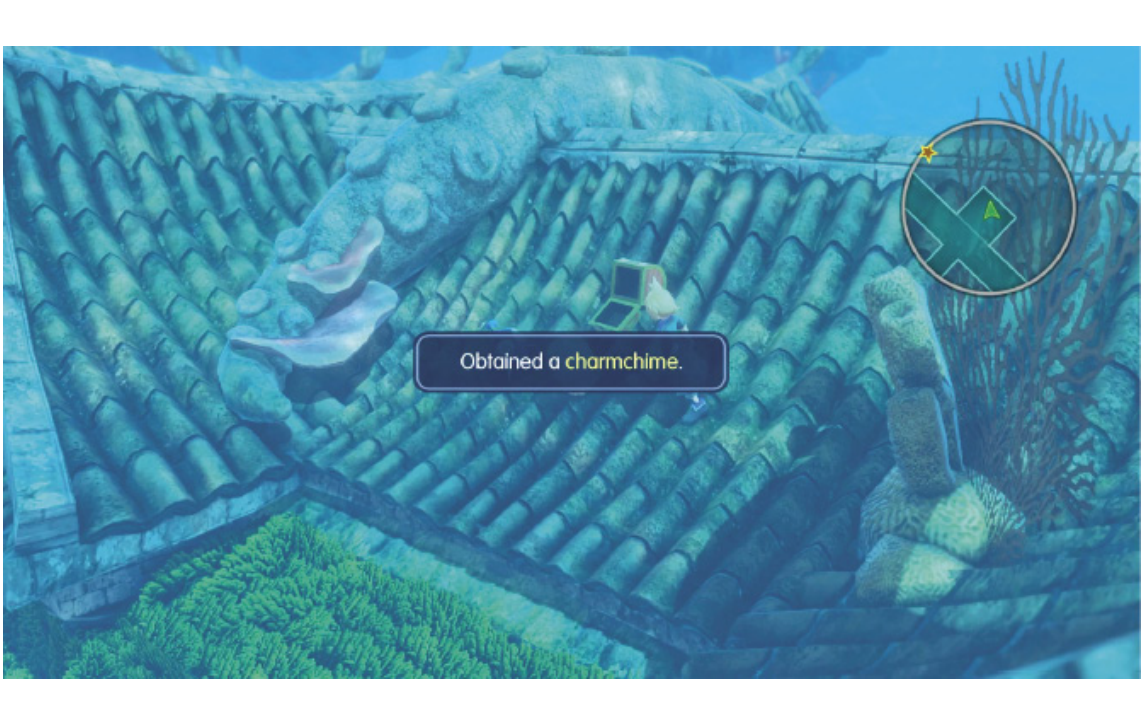

Obtained a wobblestopper.

Next, head to the northwest portion of the map and pick up the **three lightning marbles** from the treasure chest. Then, enter the Sunken Temple—Quacheon 2. Your destination is through the northeast exit, but there's a Gimme Golem in the way. To appease it, head to the northwest portion of the map and climb the seagrass wall to the upper floor. Find and open the treasure chest on the ledge containing a **charmchime**. Then, climb across to the other end and open a semi-hidden treasure chest with **two phoenix down** inside.

Obtained a charmchime.


Obtained 2 phoenix down.

There's one more chest in the area on the roof above. Climb the seagrass to the highest point to open the chest up there for **four lightning marbles**. You can now return and take the east path at the divergence to hand over the charmchime to the Gimme Golem in the way and proceed to Quacheon 3.


Obtained a charmchime.

From the entrance of Quacheon 3, climb the left wall to the west to reach a chest containing **two pick-me-ups**. Open it, then climb down and continue north to the next seagrass wall. On the roof here, pick up **two lightning marbles** from the chest before crossing to the opposite side across the small bridge to grab the required **charmchime** on the eastern roof.

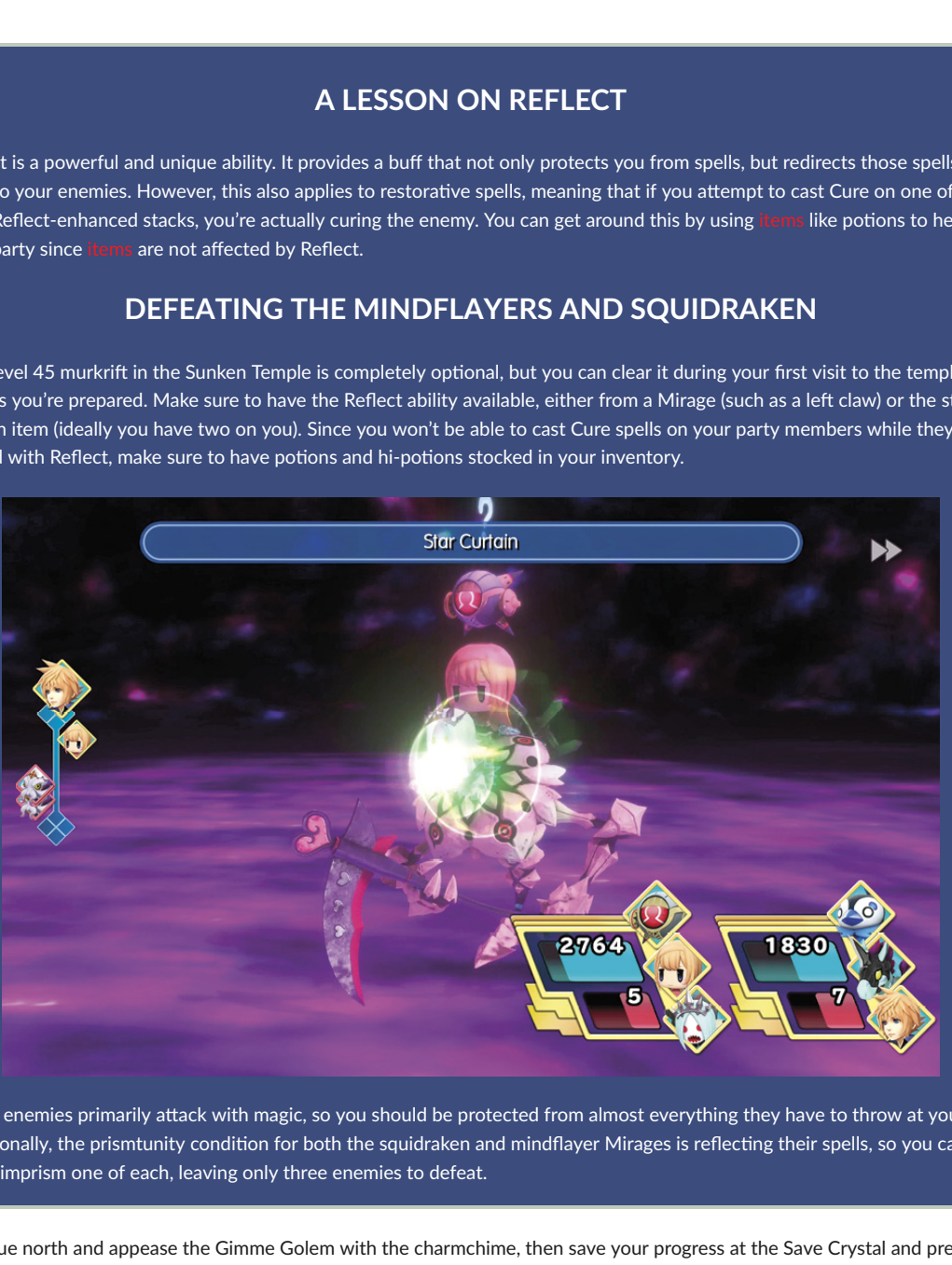
Continue north up the center. There's a Level 45 murkrift to the right-hand side that you can clear out now if you're strong enough. It's recommended that you save your progress first at the Save Crystal up ahead before attempting it, though. Hopefully, you've saved the five star curtains picked up from the treasure chest on the Besaid shore (or you have access to a Mirage's Reflect spell).

A LESSON ON REFLECT

Reflect is a powerful and unique ability. It provides a buff that not only protects you from spells, but redirects those spells back to your enemies. However, this also applies to restorative spells, meaning that if you attempt to cast Cure on one of your Reflect-enhanced stacks, you're actually curing the enemy. You can get around this by using items like potions to heal your party since items are not affected by Reflect.

DEFEATING THE MINDFLAYERS AND SQUIDRAKEN

The Level 45 murkrift in the Sunken Temple is completely optional, but you can clear it during your first visit to the temple as long as you're prepared. Make sure to have the Reflect ability available, either from a Mirage (such as a left claw) or the star curtain item (ideally you have two on you). Since you won't be able to cast Cure spells on your party members while they're buffed with Reflect, make sure to have potions and hi-potions stocked in your inventory.

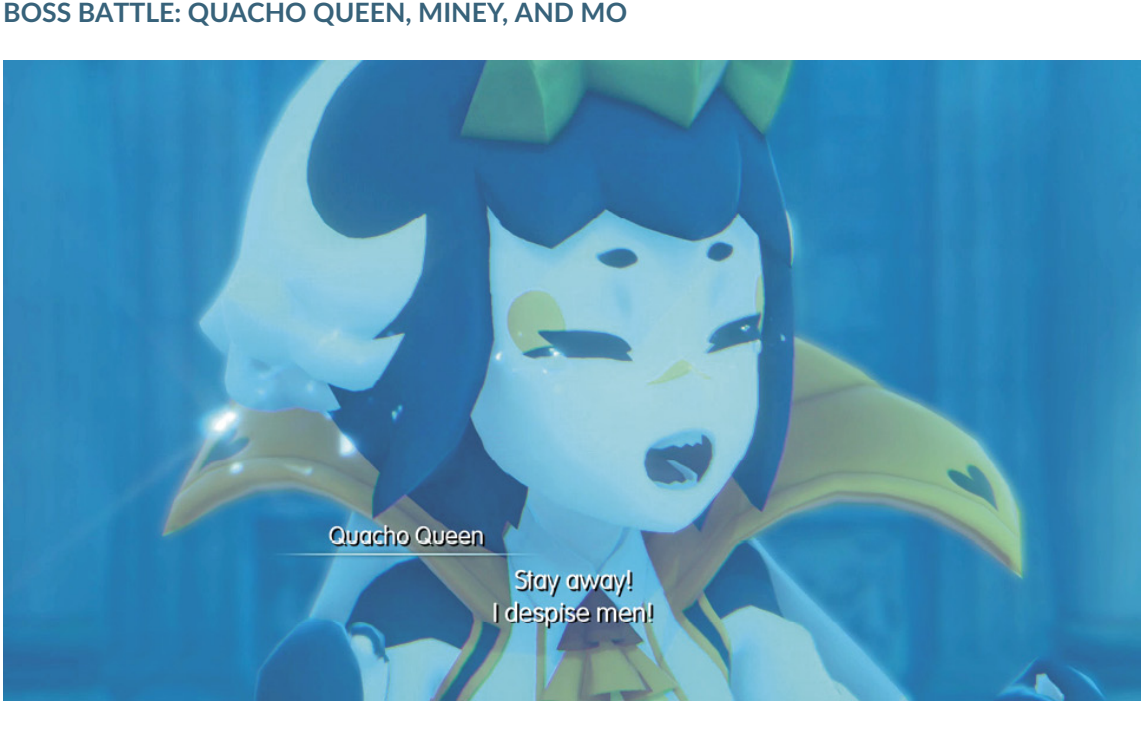

Star Curtain
2764
5
1830
7

These enemies primarily attack with magic, so you should be protected from almost everything they have to throw at you. Additionally, the prismtunity condition for both the squidraken and mindflayer Mirages is reflecting their spells, so you can easily imprism one of each, leaving only three enemies to defeat.

Continue north and appease the Gimme Golem with the charmchime, then save your progress at the Save Crystal and prepare for a boss encounter up ahead.

Enter the next area through the north for a cutscene, followed by a fight with the Quacho Queen.

BOSS BATTLE: QUACHO QUEEN, MINEY, AND MO


Quacho Queen
Stay away!
I despise men!

If you haven't noticed yet, most of the enemies under the sea are weak to thunder, and these three are no exception. You can mitigate damage from the Quacho Queen and her minions by using water-resistant Mirages in your stacks, as well. The Quacho Queen can use an ability called Sweet Breath, inflicting the Sleep status effect on your party (her minions also cast Yawn, a similar ability). Use pick-me-ups to wake sleeping party members (alternatively, you can attack your own stacks to wake them, although it's not recommended).

Defeating the queen rewards you with a quacho ruby, the jewel Shantotto demands in return for lifting the twins' breathing curse.

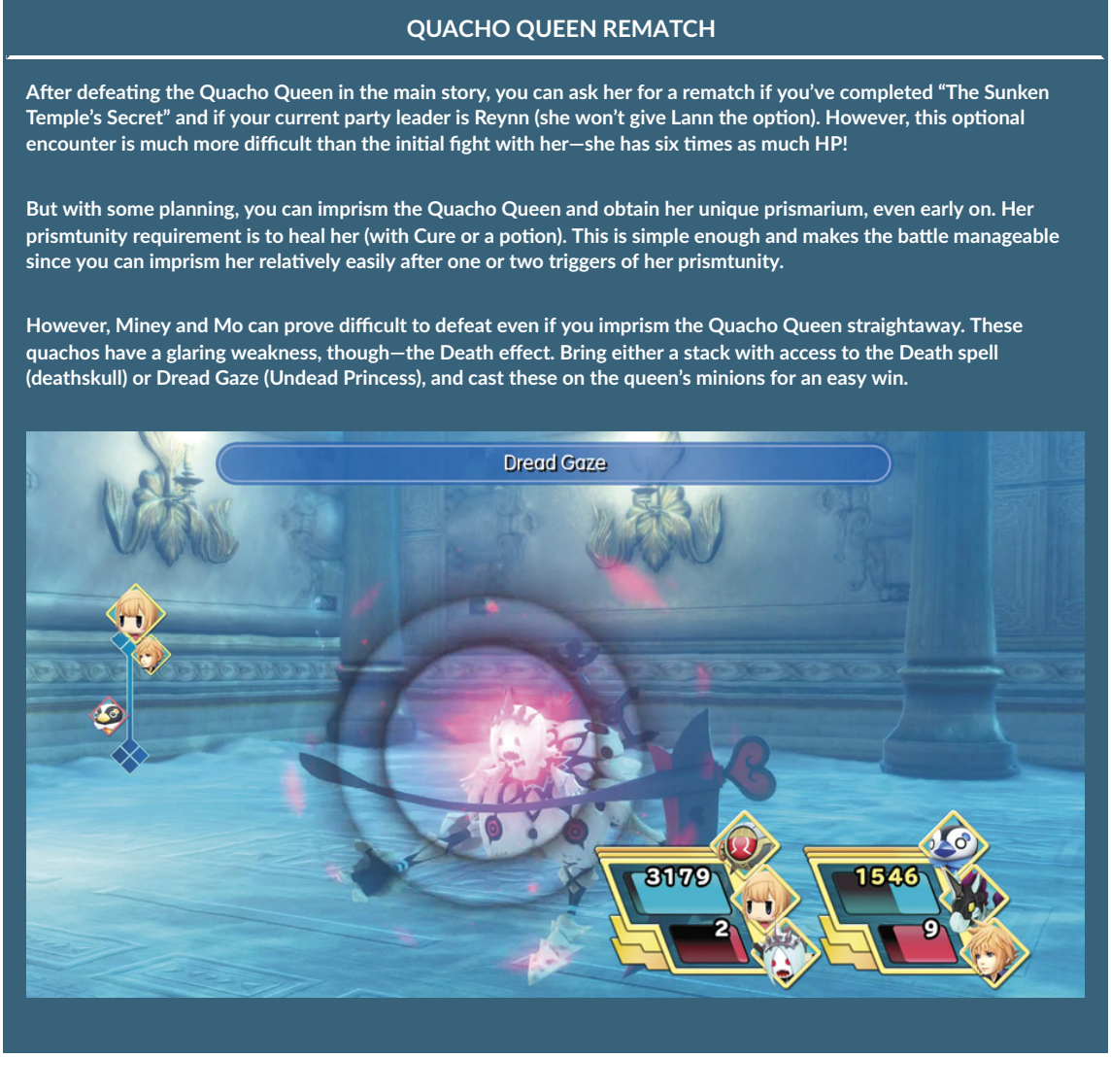
Reynn
Well, cheer up.
At least now we can go home whenever we want to.

QUACHO QUEEN REMATCH

After defeating the Quacho Queen in the main story, you can ask her for a rematch if you've completed "The Sunken Temple's Secret" and if your current party leader is Reynn (she won't give Lann the option). However, this optional encounter is much more difficult than the initial fight with her—she has six times as much HP!

But with some planning, you can imprism the Quacho Queen and obtain her unique prismarium, even early on. Her prismtunity requirement is to heal her (with Cure or a potion). This is simple enough and makes the battle manageable since you can imprism her relatively easily after one or two triggers of her prismtunity.

However, Miney and Mo can prove difficult to defeat even if you imprism the Quacho Queen straightaway. These quachos have a glaring weakness, though—the Death effect. Bring either a stack with access to the Death spell (deathskull) or Dread Gaze (Undead Princess), and cast these on the queen's minions for an easy win.


Dread Gaze
3179
2
1546
9

NEED TO GO DEEPER

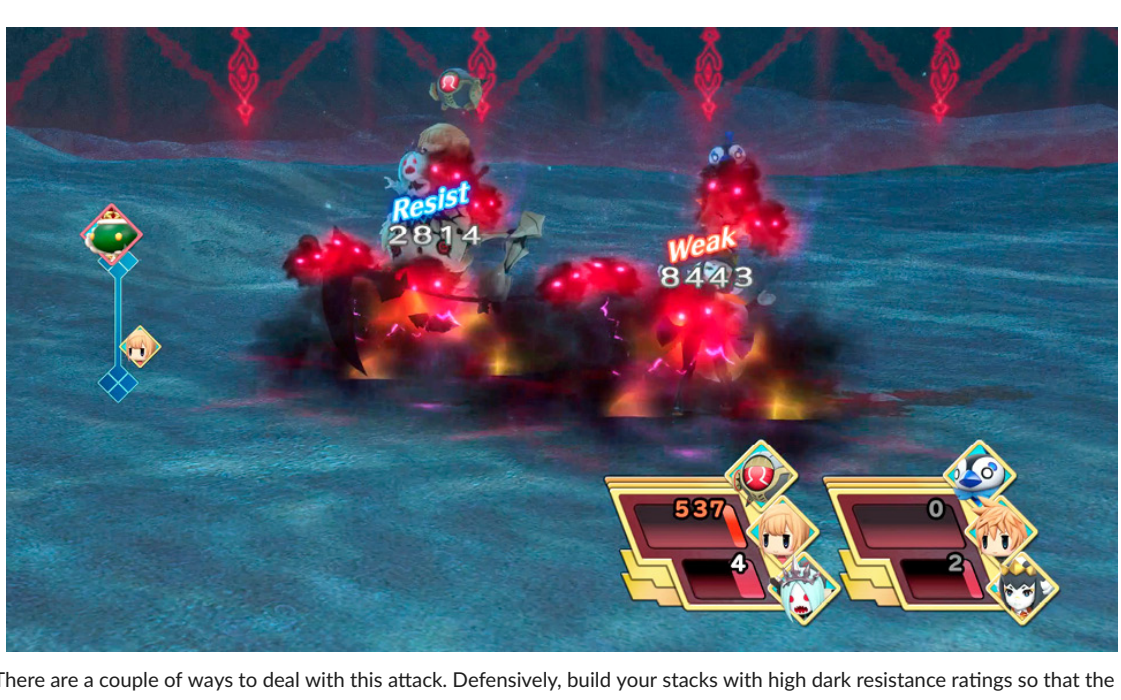
Leave the queen's throne room and reenter Quacheon 3. Save your progress at the Save Crystal, then go south for a scene with the Quacho Queen opening a large clamshell. Follow the queen down the new entrance into Quacheon 5, going down the long linear tunnel into the next area. In Quacheon 6, continue along the narrow passageway until you reach a treasure chest off to the side. Open it for an **elixir**, then save your progress at the Save Crystal near the end of the tunnel.

Obtained an elixir.

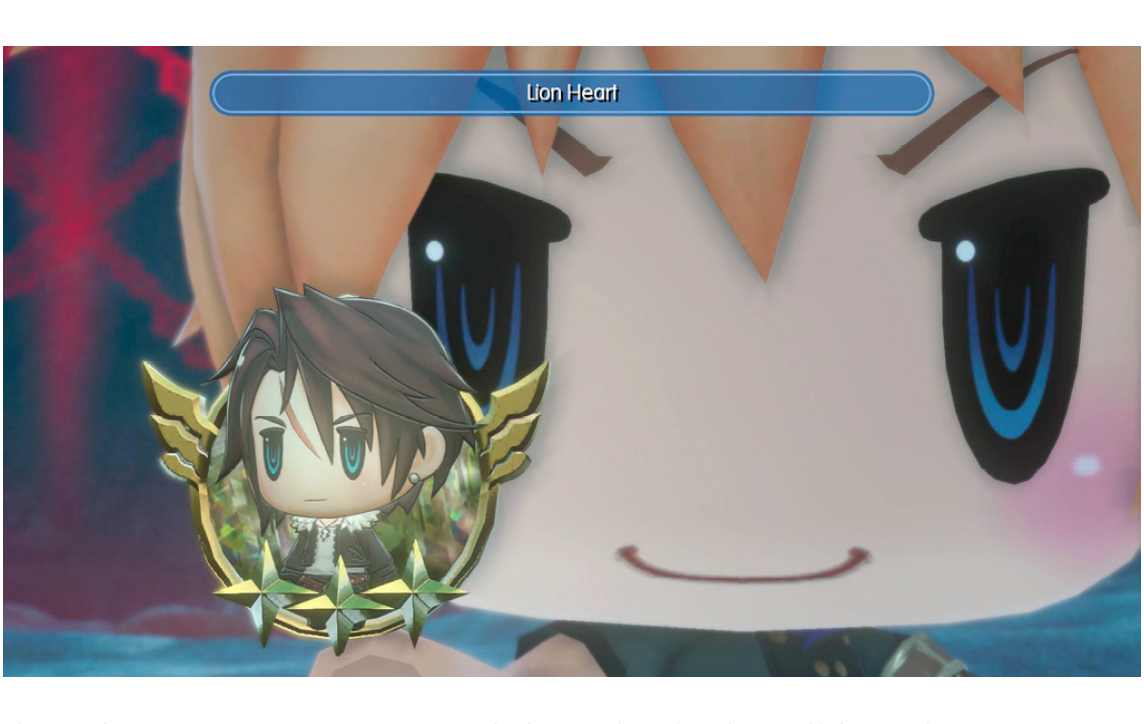
BOSS BATTLE: TONBERRY KING

When you're ready to take on another boss, you can trigger a cutscene by entering the next area to the southeast of the Save Crystal. Here, you have to defeat a tonberry king and three of his underlings. Fortunately, like most Mirages in the Sunken Temple, these are weak to thunder. You may need to set up your elemental resistances differently here, though. The tonberry king uses one of the most potentially devastating attacks in the game called Everyone's Grudge. It's a dark-based spell that deals damage proportional to damage taken by the user's party. The more damage you inflict on the king and his minions, the more damage Everyone's Grudge deals, potentially killing your entire party in one shot.

Everyone's Grudge
3351
4
3286
2

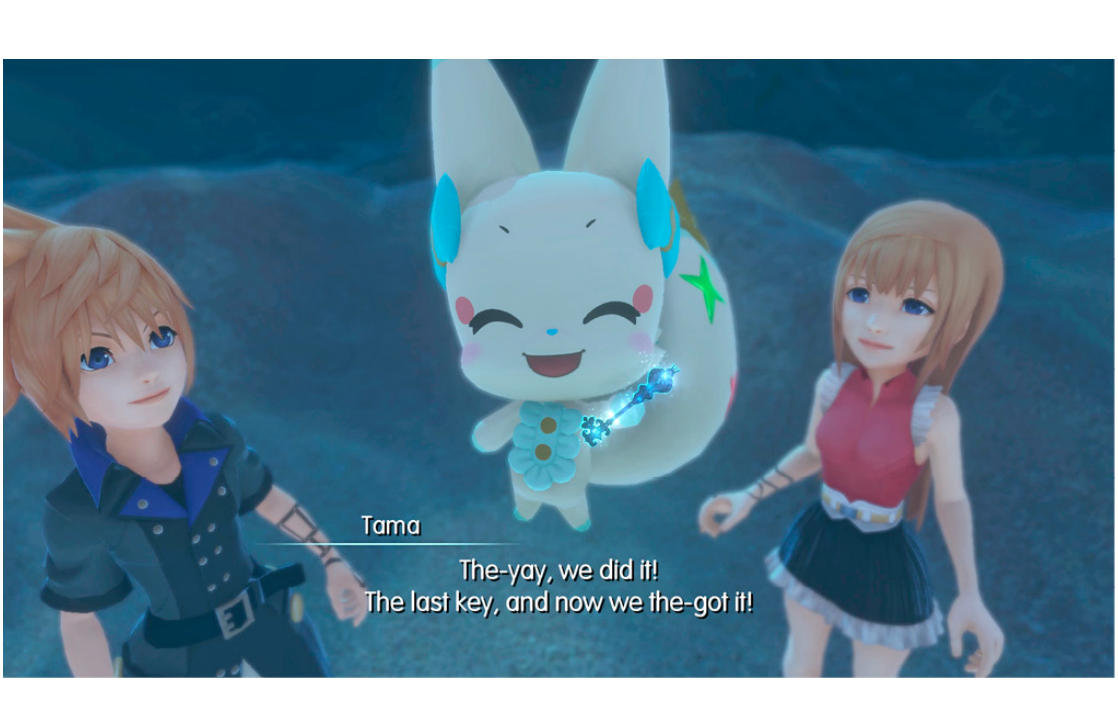

Resist
2814
Weak
8443
537
4
0
2

There are a couple of ways to deal with this attack. Defensively, build your stacks with high dark resistance ratings so that the damage taken from Everyone's Grudge is minimal. If you manage to raise your dark resistance to at least 100, you can completely nullify the attack, regardless of how much grudge is accrued. Example Mirages with a high dark resistance include the floating eye, undead princess, mordskull, deathskull, and werebat.



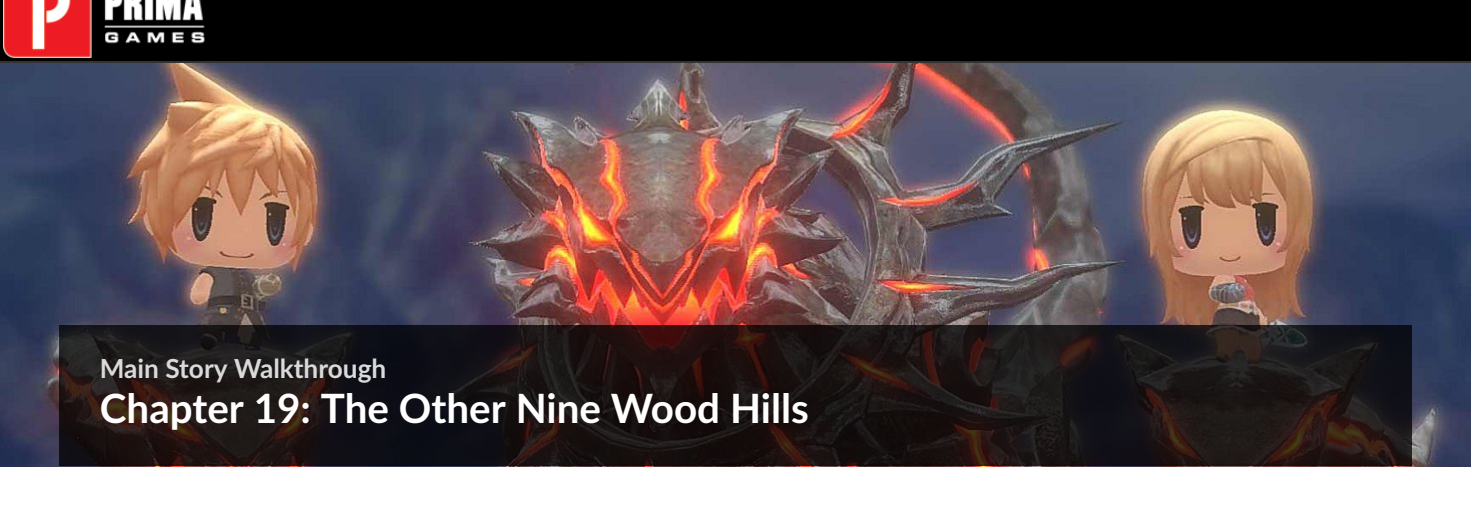
Alternatively, you can go for a more offensive strategy by defeating the tonberry king quickly before a dangerous amount of grudge is accrued. Prioritize all of your high-damage attacks and spells on him before defeating the smaller tonberries (to minimize grudge build-up in case he decides to unleash Everyone's Grudge). You can do this by saving three stocks of your Champion Gauge and using all three on Tifa's Final Heaven, for instance.

Defeating the tonberry king rewards you with the final key, the Key of Tides, and now that you have a quacho ruby, you can get the antidote for Shantotto's curse. Before leaving through the Exit Gate, open the chest at the opposite end of the room to pick up **two holy torches**. Now you can return to Tidus on the other side of the Exit Gate. The twins can breathe the air normally again (and underwater if you plan to return to the Sunken Temple, thanks to the poxyale gifted by Tidus). The plot thickens as the Plumed Knight kidnaps Yuna. Before the chapter concludes, the four keys collected summon a spiral staircase to the prophesied Crystal Tower.


Tama
The-yay, we did it!
The last key, and now we the-got it!

THE SUNKEN TEMPLE'S SECRET

You may have noticed the locked door in the Sunken Temple—Quacheon 7 after defeating the tonberry king. This area is unlocked after completing the Intervention quest, "The Sunken Temple's Secret", available later on in the main story. Remember to come back later to loot its treasure!



Main Story Walkthrough

Chapter 19: The Other Nine Wood Hills

Having collected the four keys, Reynn and Lann unlock a path to the Crystal Tower. The Masked Woman appears, encouraging the twins to make the climb up the tower for answers regarding their mother, Lusse Farna. While Lann is eager to fulfill the prophecy, Reynn is reluctant.

Masked Woman

Follow that path, and you will find the answers you seek.

Action Checklist
1. (Optional) Begin "The Young Mirage Hunter" line of quests
2. Pass through the Nonary Region
3. Climb the Crystal Tower
4. (Optional) Defeat the titan Mirage
5. Break down the quadrelemence barrier

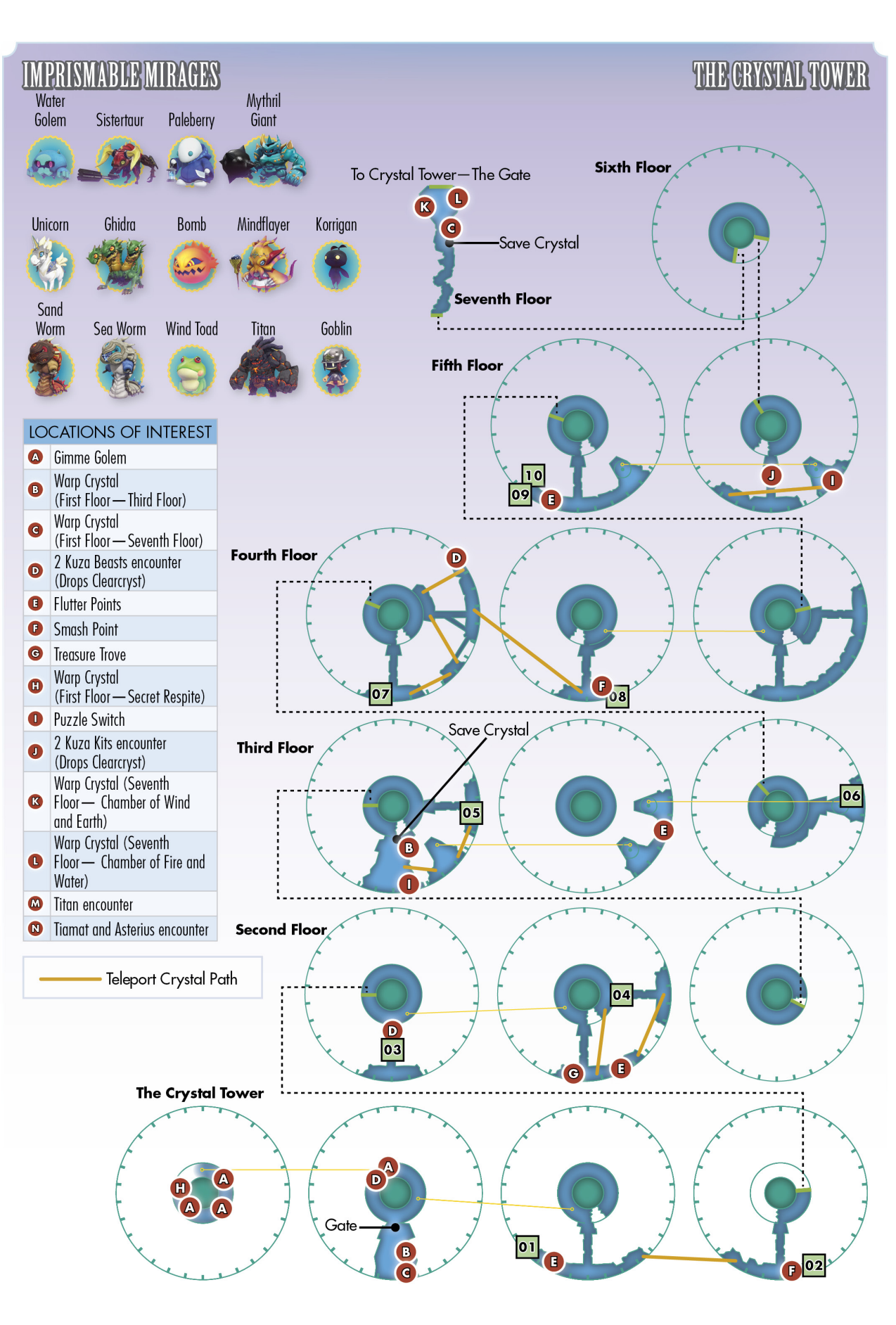
THE OTHER NINE WOOD HILLS—NONARY REGION

Wow, it's the real thing! I can't believe I got to lay eyes on it!

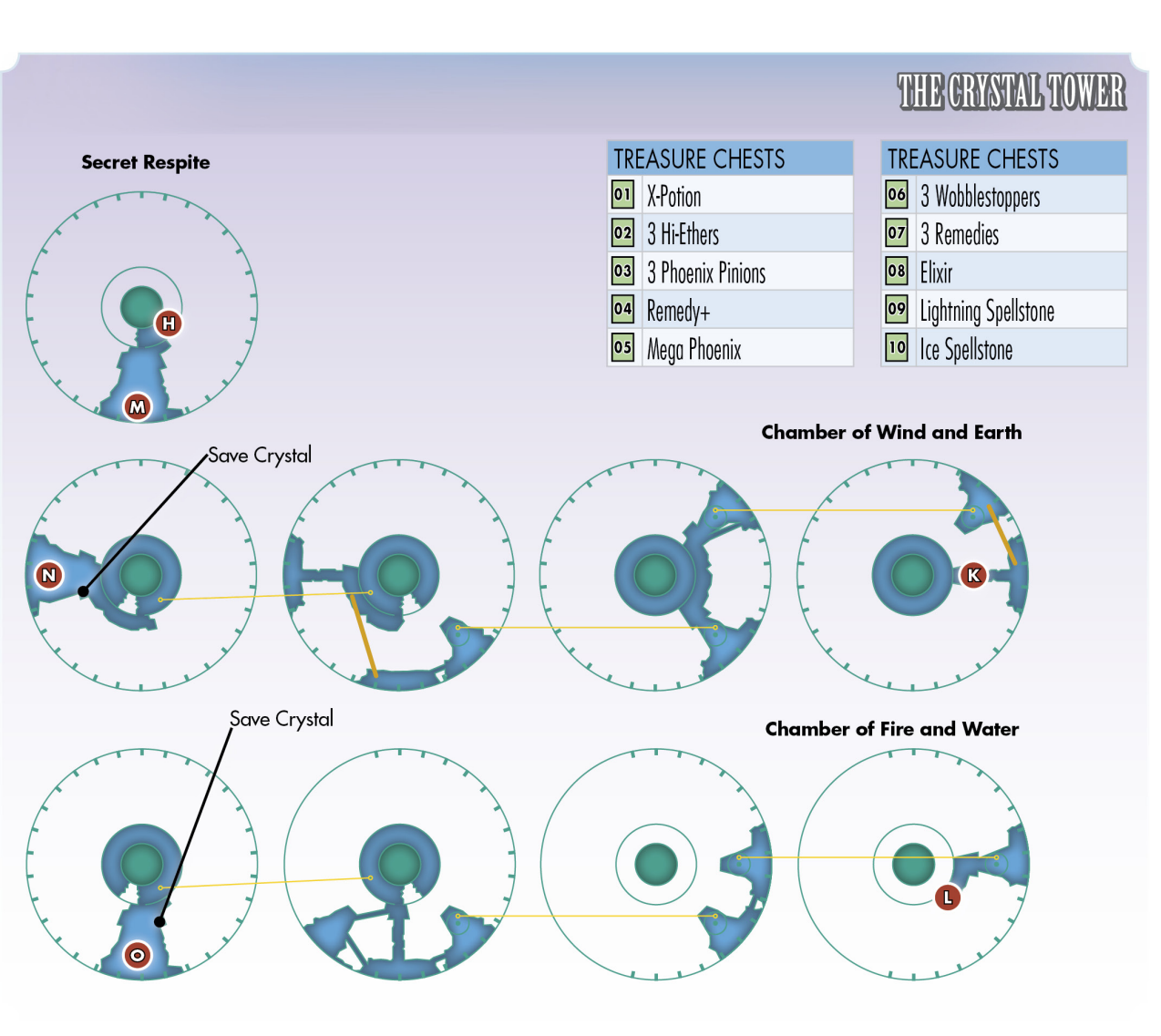
My goodness! So this is the Mirage he was talking about... Well, I certainly learned something today. Oh, oh yes, here. Take this. It's the least I can do.

The Nonary Region is now accessible from the Port Besaid shore (up the spiral staircase). There's also a long line of Miniventure you can start here down at the end of the pier to the east. These quests are called "The Young Mirage Hunter" and involve finding specific Mirages for a little boy. See the Sidequests section (under Town Subquests) of this guide for the list of Mirages required to complete this series of quests, as well as reward details. You can turn in several of them at this point if you've been diligently collecting Mirages. You can receive credit for these quests, as long as the specified Mirage is in one of your stacks or in your reserves (i.e., not in the Prism Case).

When you're ready to make the climb through the Crystal Tower, enter the Nonary Region at the top of the spiral staircase. This region is a small ghost town that acts as a hub between Port Besaid's shore and the Crystal Tower. Make your way across until you reach a Gate in the center of the area. You can take this Gate back to Nine Wood Hills if you need to resupply or want to take a breather from the main story to complete optional tasks. It's highly recommended that you buy several potions and hi-potions before tackling the Crystal Tower. From the Nonary Region Gate, head west to trigger a cutscene introducing you to Terra and Maduin. Terra attempts to warn the twins to stay away and then becomes compelled to attack them, beginning a boss encounter.



LOCATIONS OF INTEREST	
A	Gimme Golem
B	Warp Crystal (First Floor—Third Floor)
C	Warp Crystal (First Floor—Seventh Floor)
D	2 Kuza Beasts encounter (Drops Clearcryst)
E	Flutter Points
F	Smash Point
G	Treasure Trove
H	Warp Crystal (First Floor—Secret Respite)
I	Puzzle Switch
J	2 Kuza Kits encounter (Drops Clearcryst)
K	Warp Crystal (Seventh Floor— Chamber of Wind and Earth)
L	Warp Crystal (Seventh Floor— Chamber of Fire and Water)
M	Titan encounter
N	Tiamat and Asterius encounter



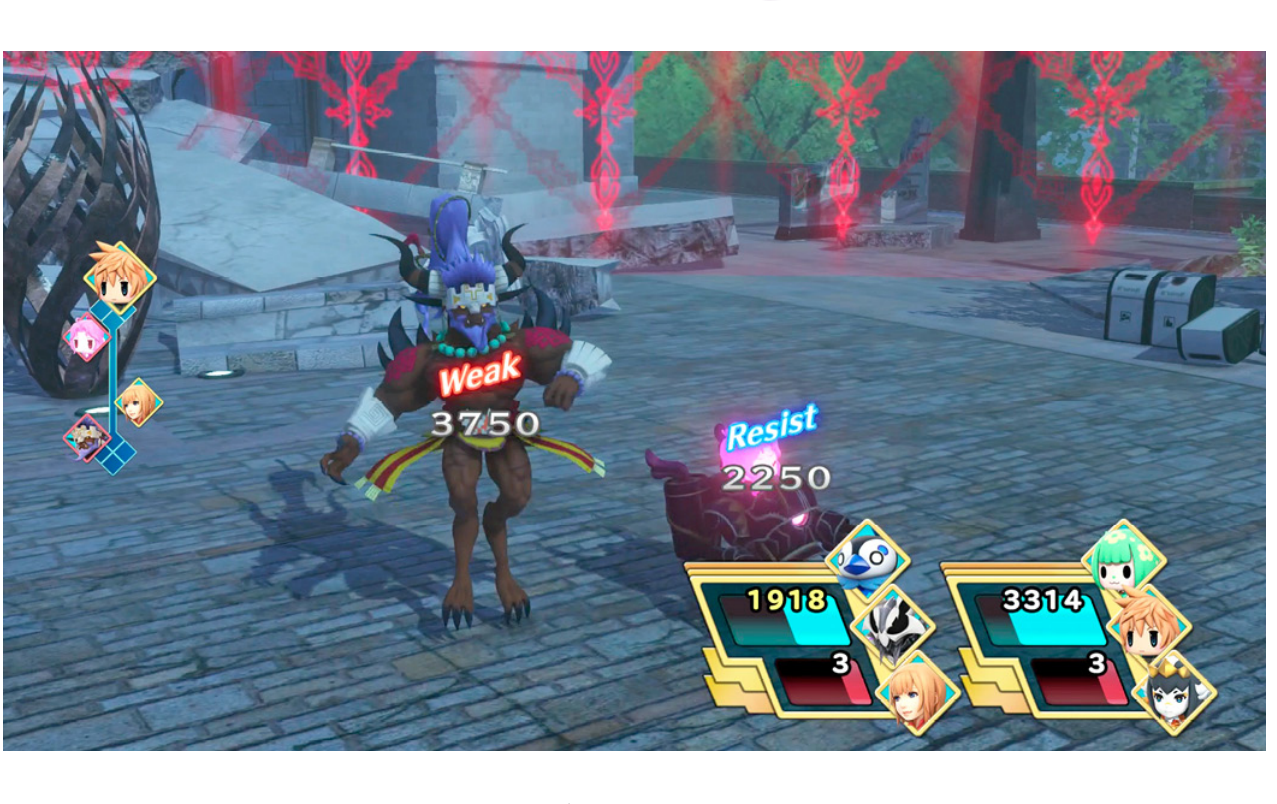
TREASURE CHESTS	
01	X-Potion
02	3 Hi-Ethers
03	3 Phoenix Pinions
04	Remedy+
05	Mega Phoenix

TREASURE CHESTS	
06	3 Wobblestoppers
07	3 Remedies
08	Elixir
09	Lightning Spellstone
10	Ice Spellstone

BOSS BATTLE: TERRA AND MADUIN

This fight consists of two stacks: a Magitek armor B stack with Terra as its pilot, and her guardian maduin, a powerful Mirage. It's recommended that you have access to strong water, thunder, and dark-based spells, a high-strength toppling attack, and decent healing resources (like Cura, Curaga, and hi-potions).

Both the Magitek armor B stack and maduin possess devastating attacks; for the most part, Terra uses a variety of spells, whereas maduin uses mostly physical attacks like Riot Blow. Focusing one down at a time is preferable. They have similar HP totals, although the Magitek armor B stack can be toppled (causing a Stun effect on Terra and the armor). One approach is to take maduin down first by using the Abyss spell (unlocked by having a Dark + Dark combination within a stack). Alternatively, you can deal a massive amount of damage to him with earth spellstones and earth hammers. Although Terra's stack is resistant to it, the earth spellstone still deals a respectable amount of damage to her.



Once maduin is knocked out, you can opt to topple Terra's stack, causing a Stun effect and giving you some breathing room. However, it might be wiser to keep them stacked since Terra herself isn't weak to any particular element (whereas the Magitek armor is weak to water and thunder). Either way, you can destroy the Magitek armor quickly with water-based abilities like Tsunami and Watera. Winning the encounter rewards you with several arma gems.

FINAL FANTASY ORIGIN—TERRA

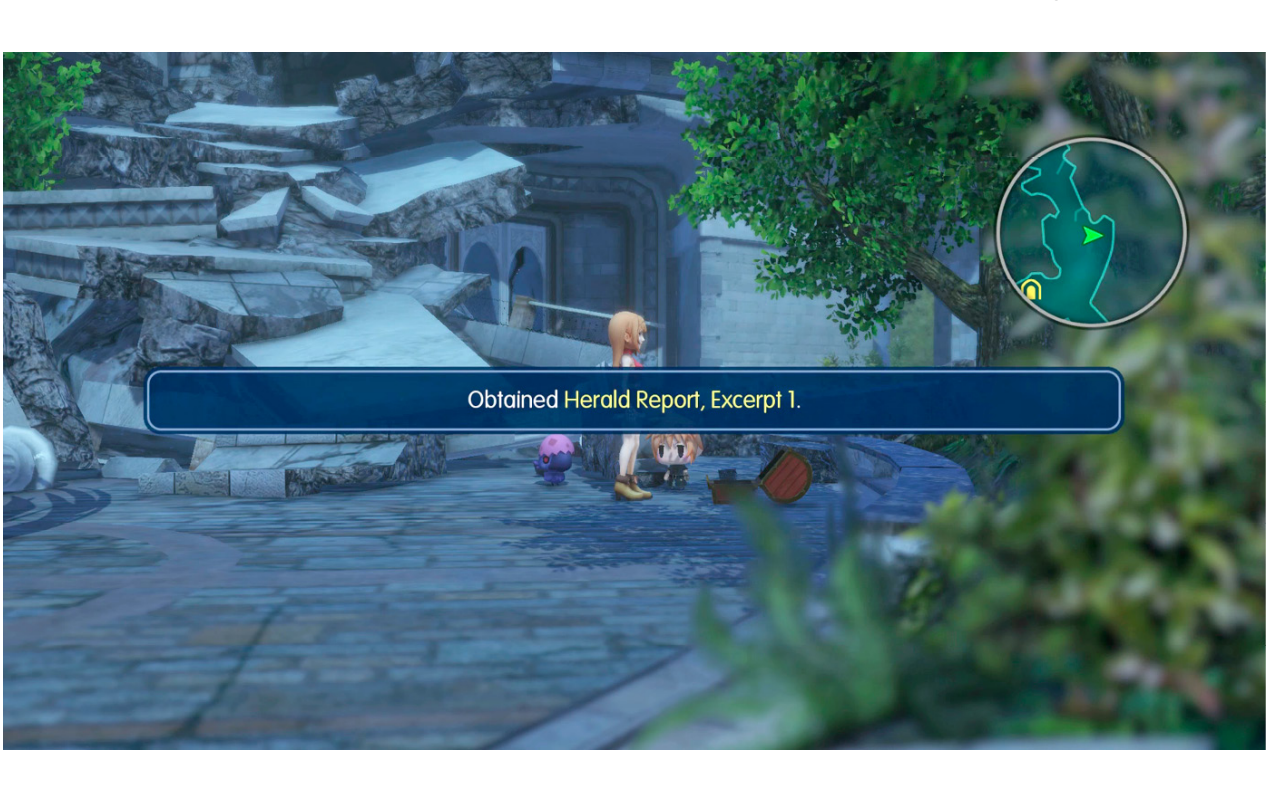
Terra Branford is one of the main protagonists from Final Fantasy VI. She is half esper, half human, which explains Tama's sensing of a human and Mirage presence at the same time during the boss encounter in World of Final Fantasy. Maduin, the Mirage that fights alongside her, is Terra's father.

Terra is the first female main character in the Final Fantasy series, with Lightning being the second in FFXIII.

Now that Terra and maduin are out of commission, the twins can continue their journey through the Crystal Tower.

CLIMB THE CRYSTAL TOWER

After defeating Terra and maduin, you start at the Crystal Tower entrance. You can backtrack to the Nonary Region to open a chest near the Gate there and obtain **Herald Report, Excerpt 1.** Otherwise, you can always return later to grab it.



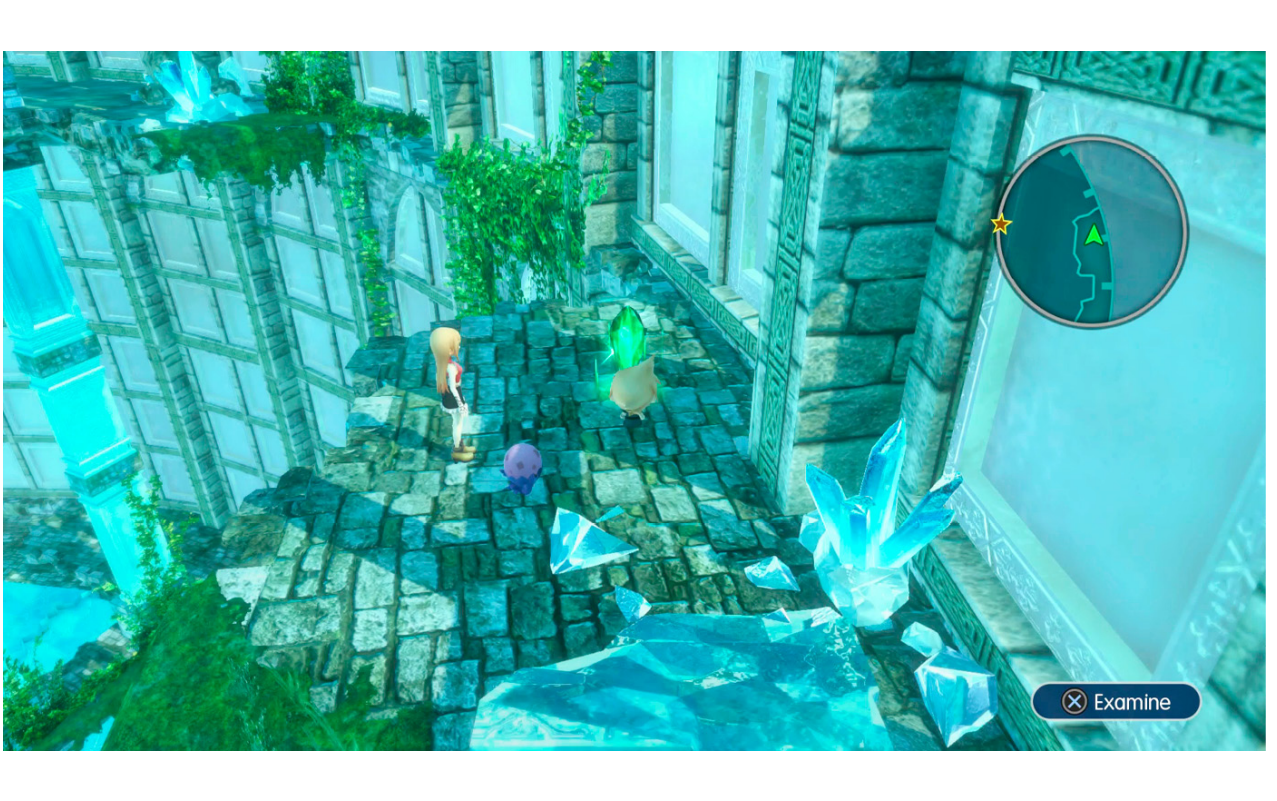
Obtained Herald Report, Excerpt 1.

Now to make the arduous climb up the tower. The first thing to note upon entering the Crystal Tower is the two unlit crystals near the Gate. These can become activated and warp you to key points into the dungeon, which saves you time. However, they need to be activated at their remote crystals first. Finally, before you make the climb, make sure to bring along a Mirage with the Flutter ability, as well as one with the Smash ability (preferably a mythril giant, since you can use it for a puzzle switch later).

Note that the tower is divided by floors (with specific names, such as "The Crystal Tower—Second Floor"), which are then divided by smaller segmented levels. If necessary, refer to both the in-game map and the map provided preceding this text to get your bearings.

You start on the second level of "floor one" of the Crystal Tower (the first level is a secret basement area that you can access later).

To begin, climb the first set of stairs in the center of the tower to reach the next level of the first floor. Then, cross the bridge to the south leading to an outer platform. There's a Flutter point to the west here. Fly over and open the treasure chest to obtain an **x-potion**. Return and go east until you reach an activated green crystal. Activate the crystal to teleport to the southwest quadrant of the fourth level of floor one.



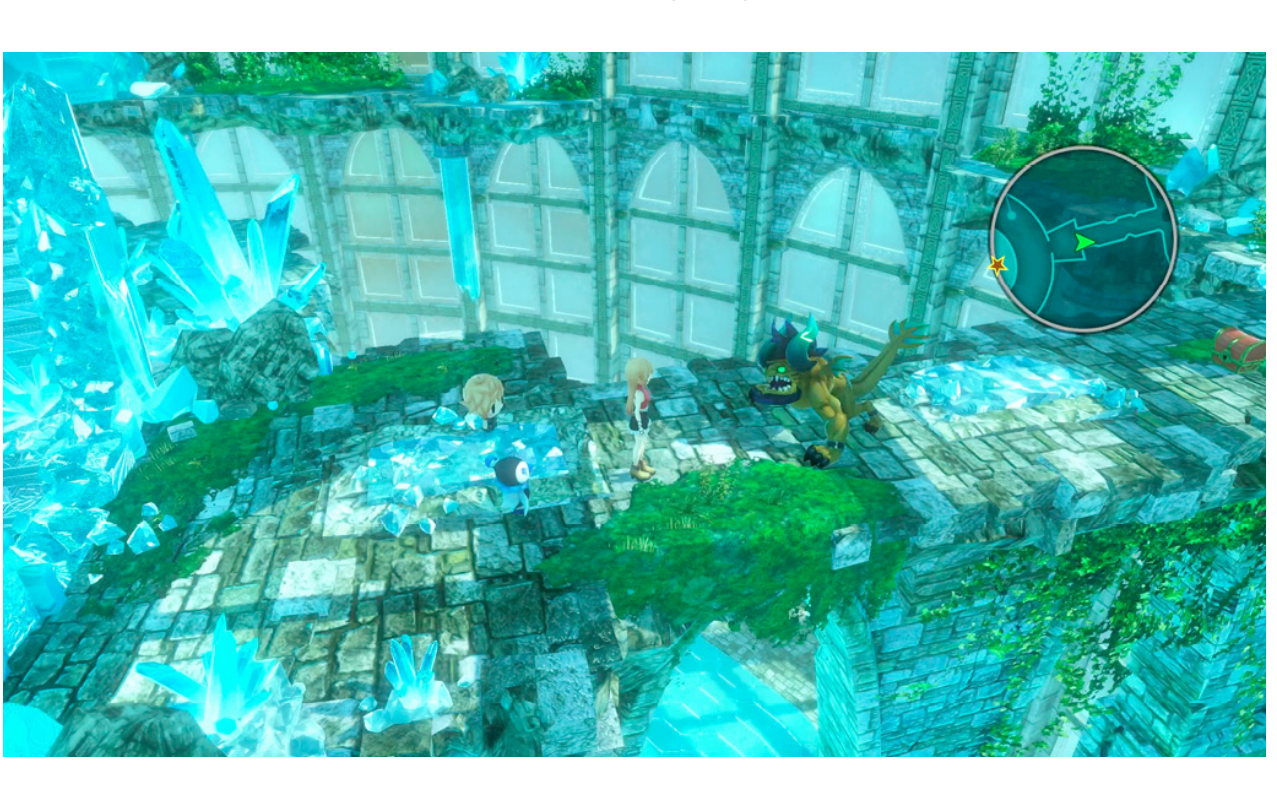
To the east is a Smash point. Activate it with one of your large-sized dragons (or a mythril giant), then open the revealed treasure chest to collect **three hi-ethers**. Proceed to the center of the level, and climb the stairs to the Crystal Tower—Second Floor.

TOWER ENCOUNTERS

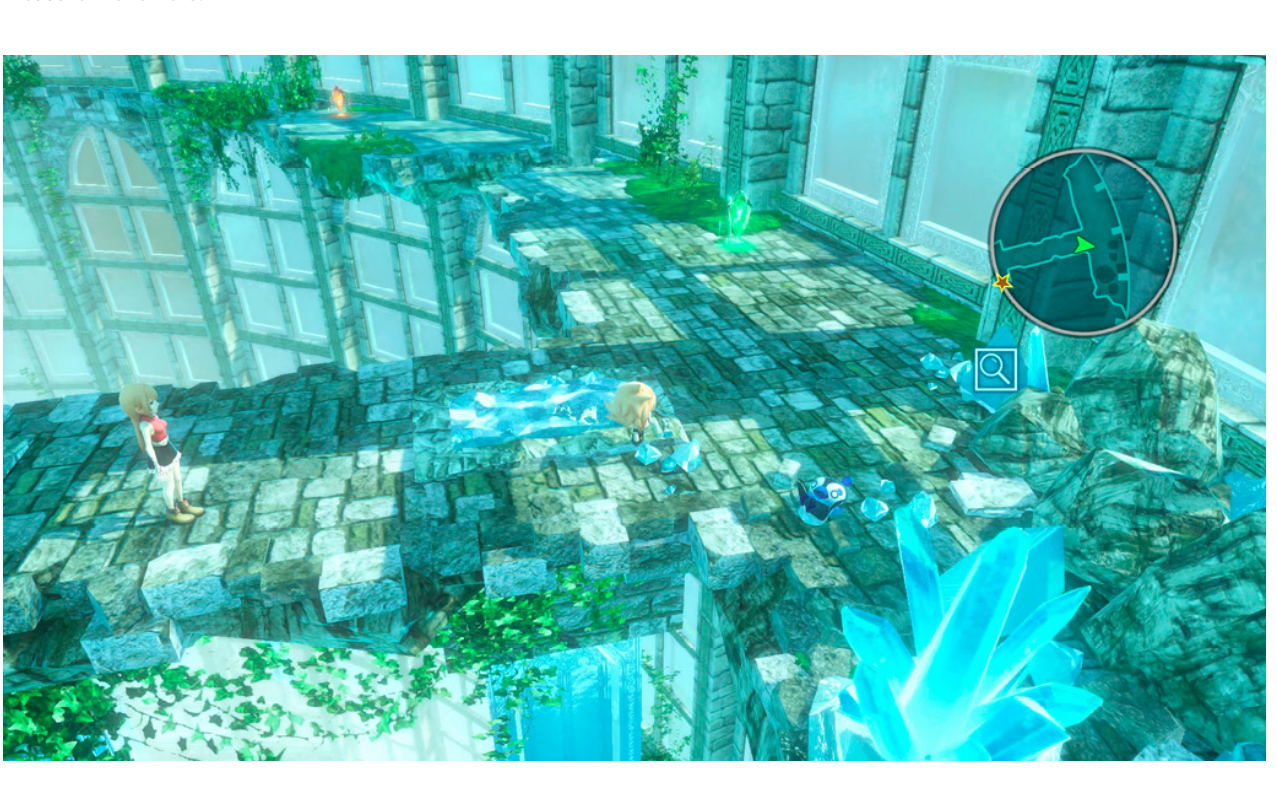
During your climb, the encounters in the Crystal Tower become increasingly difficult, so don't hesitate to use your teleport stone to return to the Gate if you need to refuel. The more enemies you fight, the more your party levels up, making subsequent climbs easier.

Climb the stairs on the second floor until you reach a large kuza beast blocking the way south. This encounter is optional, but clearing it gives you access to a treasure chest and one of four **clearcrysts** required to unlock the Crystal Tower's secret area.

Although kuza beasts are weak to earth and dark elements, they have a passive ability called Heavy Magic Counter, which gives them a chance of counterattacking your spells. As long as you focus them down one at a time with attacks like Throw Stone and Cross Slash, you shouldn't have too much trouble burning through their deep HP pools.



Defeat the kuza beast, then open the chest it was guarding for **three phoenix pinions**. Keep climbing the center stairs to get to the next level of the second floor. Cross the bridge to the south. If you have a strolling Mirage with you, you can discover a Treasure Trove here.

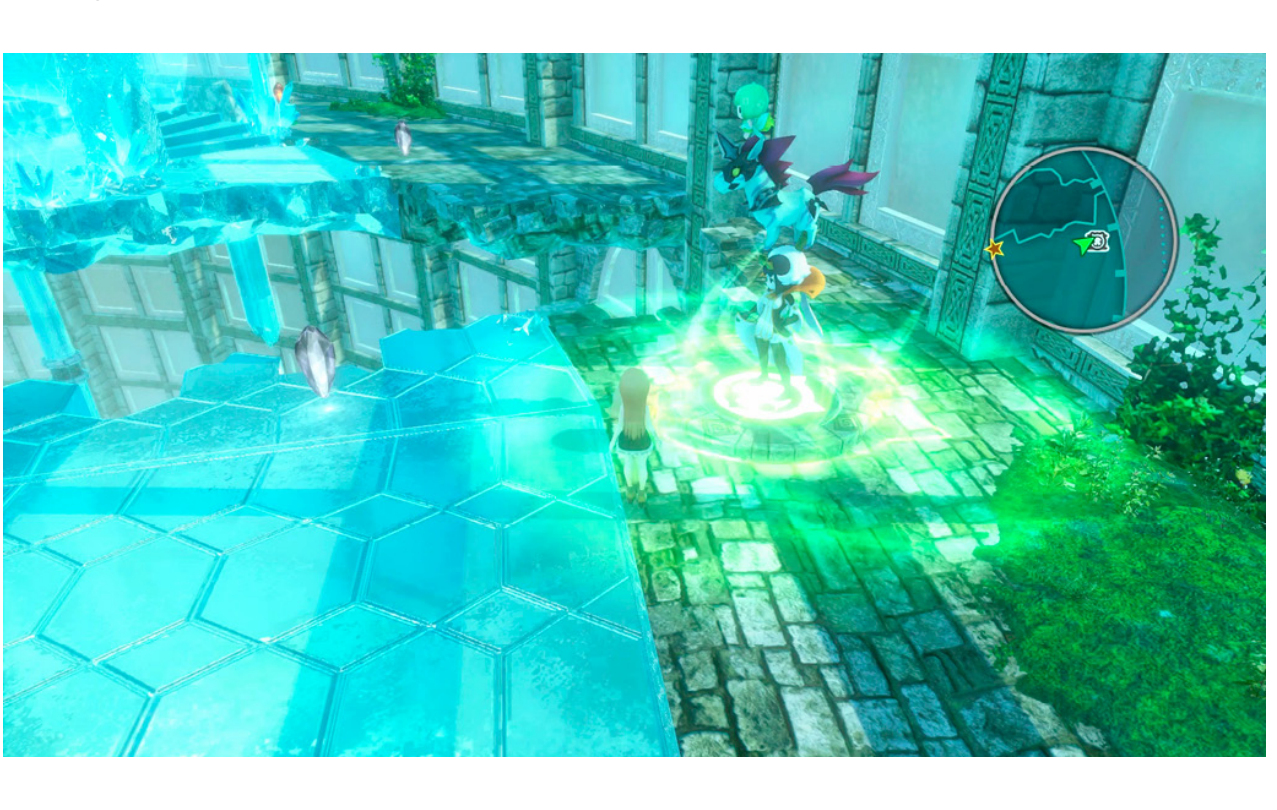


With the Flutter ability, you can ferry across to the southeast platform to access a warp crystal. Activate the crystal, and open the treasure chest on the nearby bridge to collect a **remedy+**.

Now, backtrack to the Flutter point and activate the green crystal there to continue climbing the stairs of the tower.

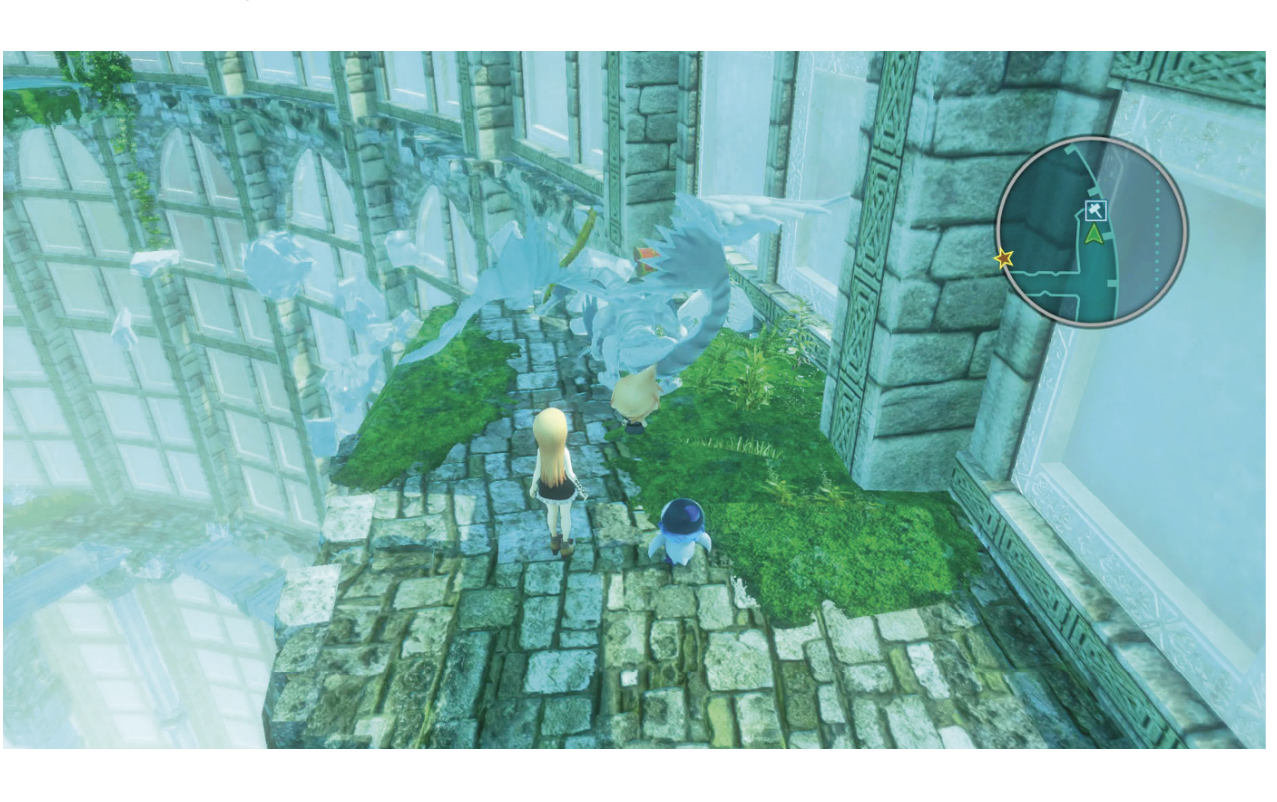
You should be on the Crystal Tower—Third Floor now. There's a Save Crystal nearby. Use it, then activate the blue warp crystal next to it. This opens up a shortcut to and from the first floor in case you need to teleport out to resupply or to simply take a break from the main story.

To continue climbing the tower from the third floor, you need to complete a puzzle switch south of the Save Crystal. To activate the switch, you need to create a Mirage stack with a weight of at least 9 and a wind resistance of at least 75. With the Save Crystal nearby, you can access your Prism Case to create a viable combination. If you need to imprism a wind-based Mirage, you can find wind toads (50 wind resistance) on the floor below (The Crystal Tower—Second Floor). Then, you only need 25 more wind resistance and 6 more weight, which should be manageable for you at this point in the game. Consider bringing along additional earth-resistant Mirages while you have access to your Prism Case here, since there's another puzzle switch higher up that requires a stack of at least 75 earth resistance.



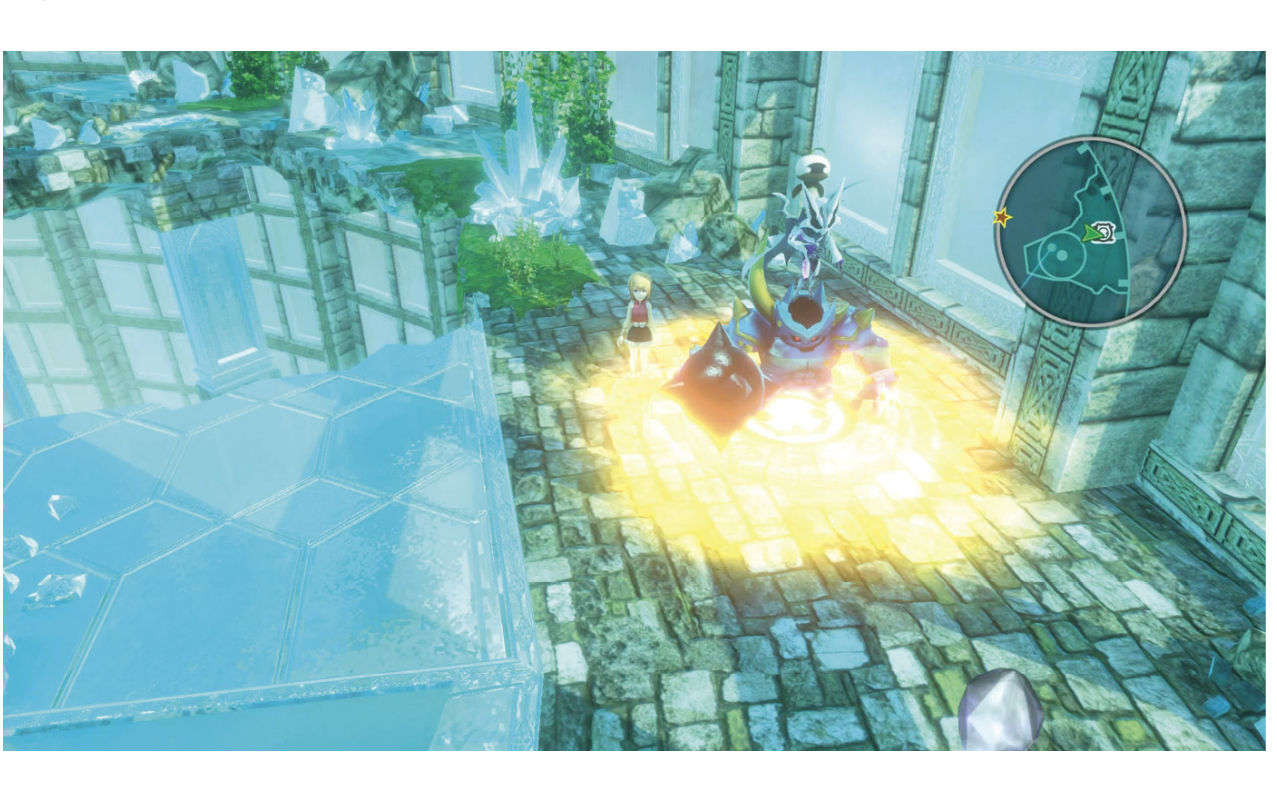
Successfully activating the switch enables the nearby crystal, which teleports you across to the southeast platform. From there, activate the orange crystal to get to the easternmost platform, where there's a treasure chest with a **mega phoenix** inside. Pick it up, then take the crystal back to the previous platform and climb the nearby spiral staircase up to the next level of the third floor. There's a Flutter point here, so you're going to need a moogle or floating eye to ferry you across to the next staircase. Go up the next flight of stairs. At the top of the stairs to the right, there's a chest with **three wobblestoppers** inside. Open it, then continue climbing up the main central stairs to the Crystal Tower—Fourth Floor.

From here, cross the bridge and open the treasure chest to pick up **three remedies**, then activate the blue warp crystal to the east. If you want to pick up a second **clearcryst**, head to the northeast portion of the area. Next to a green crystal, there is a kuza beast encounter. Defeat it, then activate the red crystal to the east of the area to get to the next level of the fourth floor (activating the green crystal doesn't accomplish much here). Here, there's a Smash point nearby. Trigger and smash it to reveal a treasure chest containing an **elixir.**



Open it, then continue climbing the central staircase. Follow the path, wrapping around to the east then back into the central staircase again to climb to the Crystal Tower—Fifth Floor. Cross the bridge here to the south to get to a Flutter point near the southwest area. Ferry across to find two treasure chests: one containing a **lightning spellstone** and the other containing an **ice spellstone**. Flutter back, then climb the small staircase in the southeast area of the level to get to another puzzle switch.

Here, you need to create a Mirage stack with a weight of 10 or greater and with an earth resistance of 75 or greater. You can imprism a large-sized mythril giant Mirage here (50 earth resistance). Then, you only need 25 more earth resistance and 3 more weight. If you need to, use a Seraphone to access your Prism Case remotely to fill in the rest of the switch's requirements.



Once you've completed the puzzle switch, the nearby warp crystal becomes active. Use it to get to the southern platform of the level, which connects to the central tower staircase. There's a forced encounter with a couple of kuza kit Mirages on the bridge here. Unlike the kuza beast encounters, this one is not optional since they're blocking your path. Defeating these kuza kits rewards you with a third **clearcryst** (if you've collected the other two on the way up).

Now, climb the staircase to get to the sixth floor, consisting solely of stairs. Head up the stairs to get to the seventh and final floor. Save your progress at the Save Crystal up ahead, then activate the nearby warp crystal to unlock the shortcut to the first floor of the tower. At this point, you can return to the first floor if you want to access the tower's secret area (if you've collected the three clearcrysts on the way up).

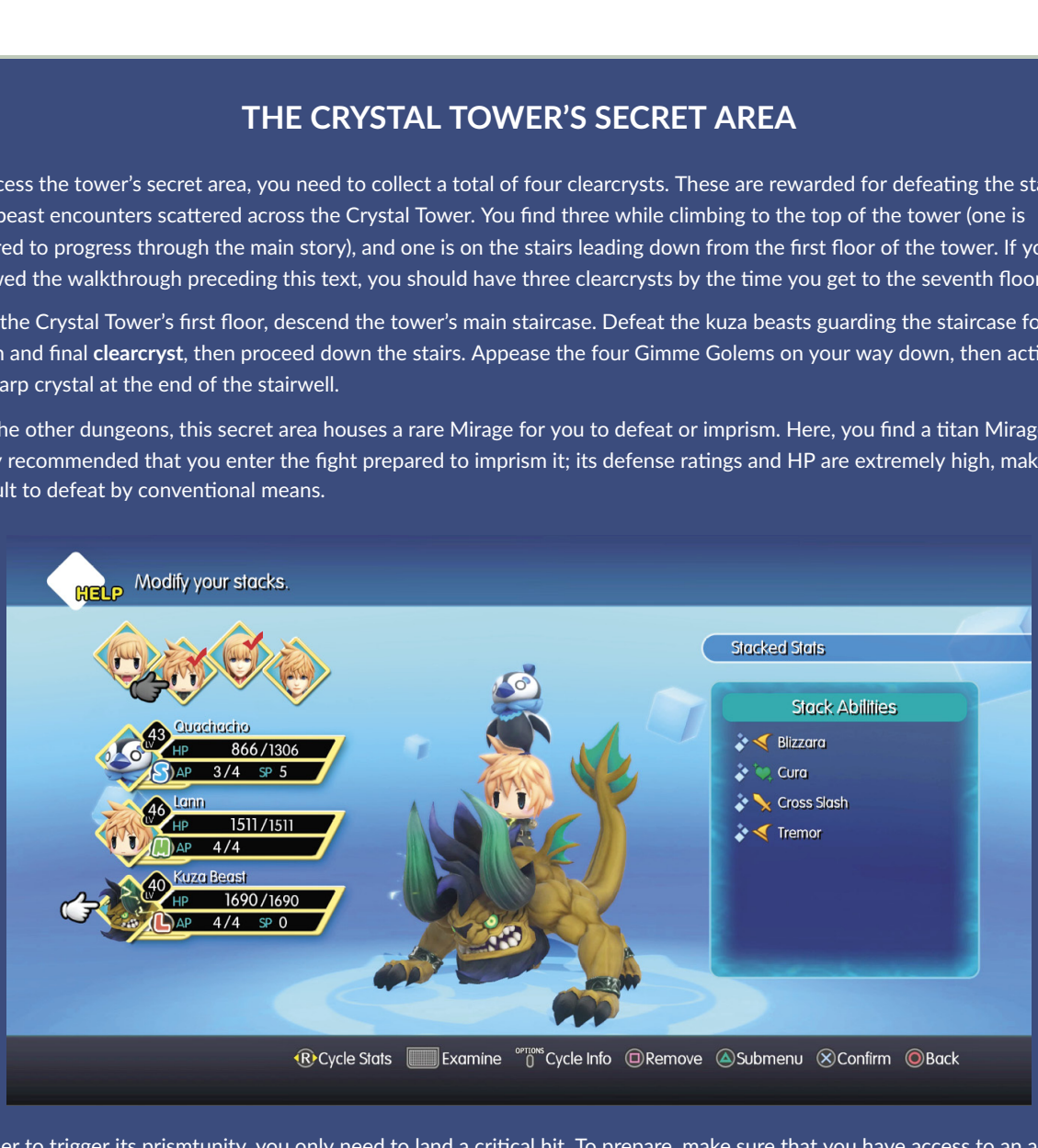
What would you like to do?
Save
Access Prism Case
Never mind

THE CRYSTAL TOWER'S SECRET AREA

To access the tower's secret area, you need to collect a total of four clearcrysts. These are rewarded for defeating the static kuza beast encounters scattered across the Crystal Tower. You find three while climbing to the top of the tower (one is required to progress through the main story), and one is on the stairs leading down from the first floor of the tower. If you followed the walkthrough preceding this text, you should have three clearcrysts by the time you get to the seventh floor.

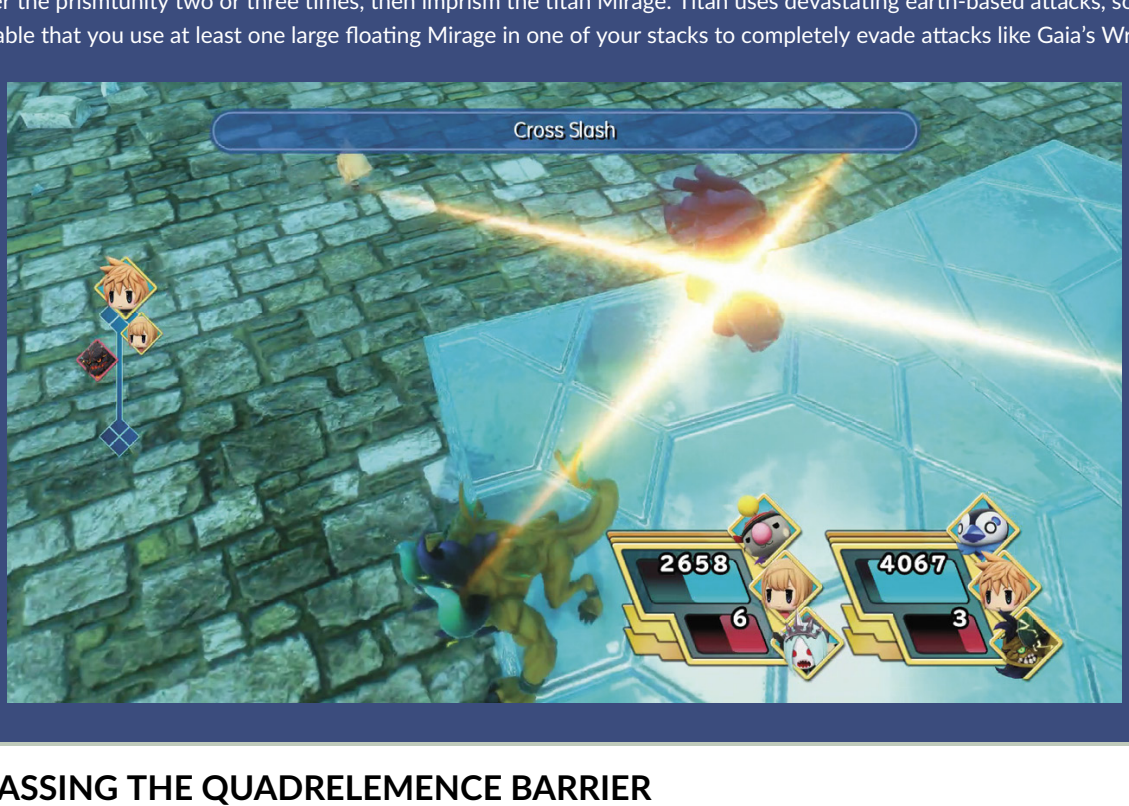
From the Crystal Tower's first floor, descend the tower's main staircase. Defeat the kuza beasts guarding the staircase for the fourth and final **clearcryst**, then proceed down the stairs. Appease the four Gimme Golems on your way down, then activate the warp crystal at the end of the stairwell.

Like the other dungeons, this secret area houses a rare Mirage for you to defeat or imprism. Here, you find a titan Mirage. It's highly recommended that you enter the fight prepared to imprism it; its defense ratings and HP are extremely high, making it difficult to defeat by conventional means.



In order to trigger its prismtunity, you only need to land a critical hit. To prepare, make sure that you have access to an ability with a high critical hit chance, such as Cross Slash or Helldiver. If you've imprismed one of the many kuza beasts you fought to get to this point, you can easily create Cross Slash by adding the kuza beast to one of your Lilikin stacks.

Fortunately, even if your critical hits deal meager amounts of damage, they still count toward the prismtunity condition. Trigger the prismtunity two or three times, then imprism the titan Mirage. Titan uses devastating earth-based attacks, so it's advisable that you use at least one large floating Mirage in one of your stacks to completely evade attacks like Gaia's Wrath.



BYPASSING THE QUADRELEMENCE BARRIER

On the final floor of the Crystal Tower, head toward the giant door to trigger a cutscene. It appears that the door is locked by four elements, and to unlock it, you must defeat four Mirages—one per associated element.

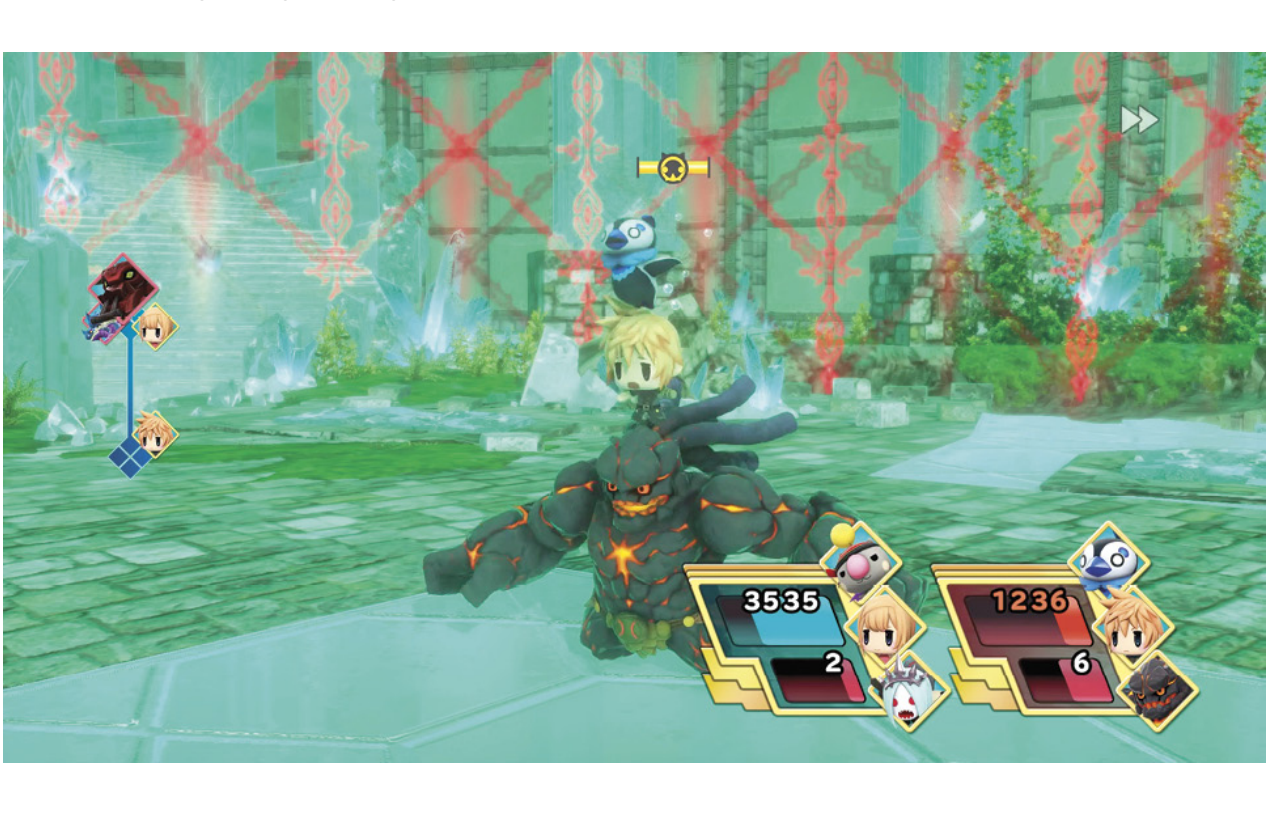
You can find these bosses through the warp crystals near the giant door. Activating the left crystal teleports you to the Chamber of Wind and Earth, whereas activating the right one teleports you to the Chamber of Fire and Water. Although there are four unique Mirages to defeat, this task is rather straightforward. Each chamber consists of a linear climb with a boss encounter at the end. There are no treasure chests or optional tasks to complete in either path, but the Mirages you encounter are of a different variety than ones in the lower floors of the Crystal Tower. As you would expect, you can find Mirages with the associated elemental resistances in their respective chambers.

Tama

They're probably tied to what we call a quadrelemence barrier. Each element is defended by its own the-separate Mirage.

BOSS BATTLE: TIAMAT AND ASTERIUS

At the end of the Chamber of Wind and Earth is an encounter with a tiamat, a wind-based dragon, and an asterius, an earth-based minotaur. Although it can cast Quake, the asterius's attacks are primarily physical. The most devastating attack it has at its disposal is the high-strength toppling Bulldozer attack, so make sure to have wobblestoppers available.



The tiamat uses an ability called Jet Fire, which deals magical wind damage. Ideally, you have a wind-heavy Mirage stack for this encounter (such as one with a wind toad, sylph, moogle, or dualizard). Not only do these Mirages offer strong wind-based abilities for defeating the asterius, but they also provide resistance against the tiamat's Jet Fire ability.

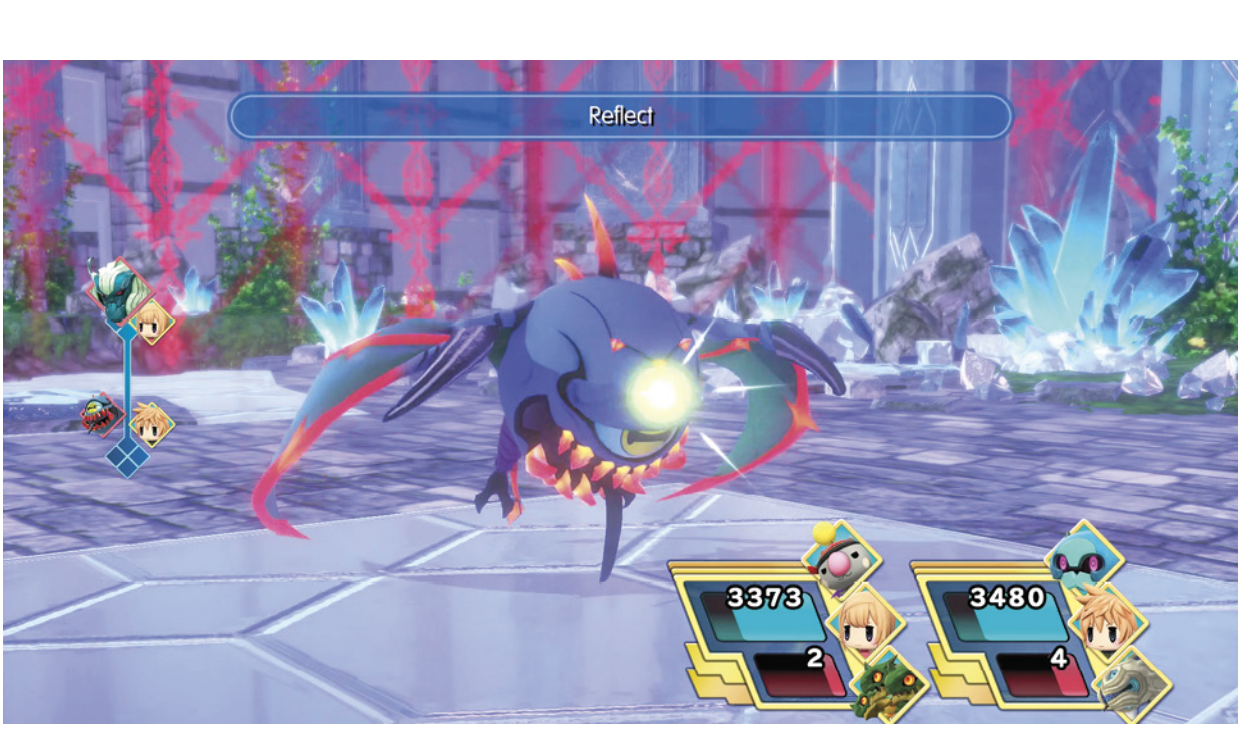
The tiamat is weak to ice and water, so having a Blizzara or Watera mirajewel equipped on one of the twins helps a great deal here. Alternatively, you can use ice and water spellstones to dish out massive damage. The asterius has around 18500 HP and the tiamat has around 17000, so focusing on the tiamat first may be more efficient, depending on which offensive abilities you have available.

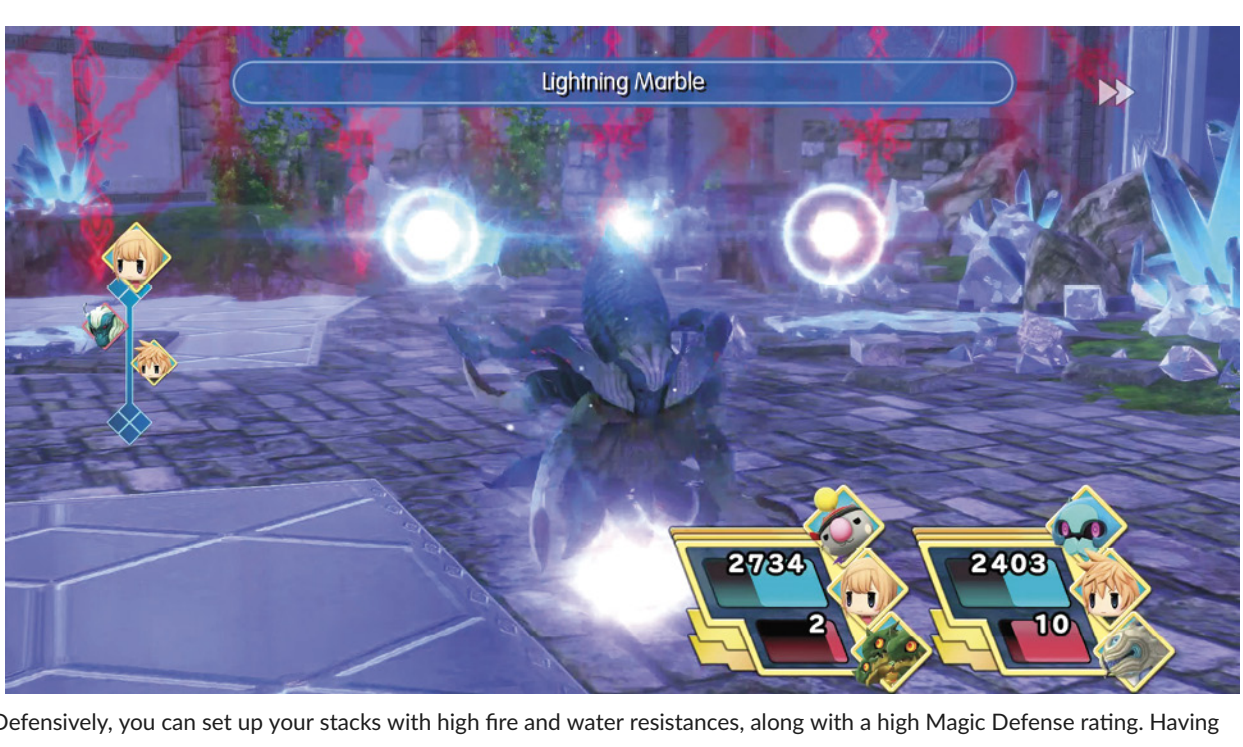
Defeating this pair of Mirages rewards you with several arma gems, along with a **tiamat memento** (hydra family transfiguration) and an **asterius memento** (minotaur family transfiguration).

BOSS BATTLE: BUER AND KRAKEN

The Mirage encounter found in the Chamber of Fire and Water consists of a kraken and a buer. The kraken is a water-based Mirage that's extremely weak to thunder and has the ability to cast Reflect, along with water-based abilities like Tsunami and Evil Mist. The buer is a floating eye-type Mirage that's very weak to water and casts fire-based spells like Fira and Firaga. Like the kraken, the buer can also cast Reflect.

There are a few ways that you can tackle this encounter. If you have the Dispel mirajewel unlocked, you can equip it to one of the twins so you can remove the Reflect effect from the enemy Mirages. Alternatively, you can use water and thunder spellstones to deal damage because these items are not affected by Reflect. Physical attacks work well, too, along with light-based spells such as Banishra and Holy (and may be more convenient since both Mirages are weak to light).

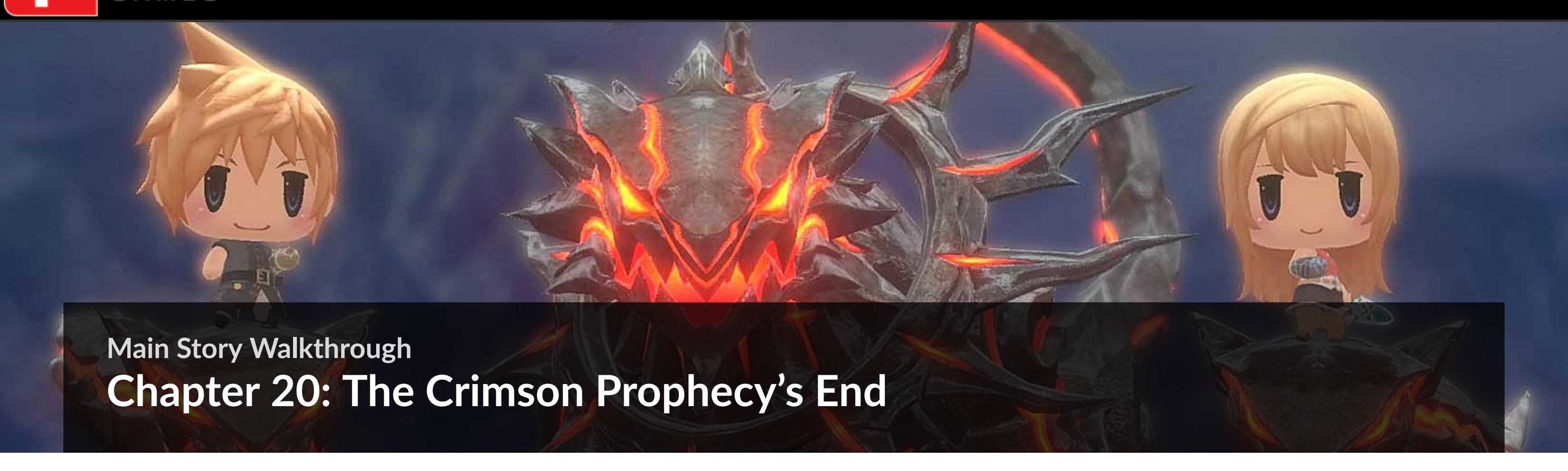




Defensively, you can set up your stacks with high fire and water resistances, along with a high Magic Defense rating. Having the Shell ability is also a huge boon against these enemies. Additionally, the buer can inflict Blindness on your party with the Flash spell, so be ready to use an eye drop if you're using physical attacks.

Defeating these Mirages rewards you with a **buer memento** (floating eye family transfiguration) and a **kraken memento** (ultros family transfiguration).

Once you've completed both chambers, you can save your progress at the Save Crystal in front of the quadrelemence barrier. Then, approach the barrier for a cutscene, concluding the story chapter.



Main Story Walkthrough

Chapter 20: The Crimson Prophecy’s End

Reynn and Lann complete their climb, reaching the pinnacle of the Crystal Tower where they enter a mysterious—yet familiar—area. Here, they uncover a final revelation regarding the Crimson Prophecy...

Action Checklist
1. Approach the giant barrier
2. (Optional) Accept and complete Miniventures
3. Enter Plaza 99
4. Return to the League of S headquarters

FULFILL THE CRIMSON PROPHECY

The chapter begins with the twins entering the elementally locked barrier at the top of the Crystal Tower, revealing a mysterious and beautiful area. When you’re ready, approach the large circular apparatus up the stairs ahead to trigger a cutscene, followed by your first encounter with the main villain, Brandelis.

NEW MINIVENTURES

- A Plight for Sore Eyes
- Research Assistant

BOSS BATTLE: BRANDELIS

This encounter with Brandelis is relatively straightforward. He has access to all of the primary elemental ALL-targeting spells (such as Blaze and Tsunami) and Flare (neutral magic damage), so preparing your stacks to resist all of these elements isn’t entirely practical. Your best bet is to have the Shell spell (or Shell spellstones) available so you can halve all of the magic damage he inflicts.

Alternatively, you can cast Reflect on your party members to prevent all of this damage while dealing it back to him. Since you can’t cast Cure spells on Reflect-buffed allies, be sure to bring HP restoration items like hi-potions in case any damage gets through from his normal physical attacks.

Although Brandelis is immune to most status ailments, he is susceptible to Slow. Keeping him slowed helps mitigate a significant amount of damage, so you may want to delegate one of your party members to Slow duty (with the spell, a Slow-inflicting ability, or the spider silk item).

Brandelis isn’t weak to any particular element, so use your strongest physical and magical attacks to deal damage (like the kupicaroon’s Kuparrr! ability or the Flare spell). Keep whittling away at his HP (he has roughly 35,000) while keeping your party members healed up until he eventually keels over in defeat. A lengthy and revealing cutscene follows.

REVELATIONS

It seems the Crimson Prophecy was an intricate lie that Segwarides developed, tricking the twins into using their powers to open the Ultima Gate and allowing machines known as Cogna to invade Grymoire. Although the situation looks grim, the Champions come to the rescue, freeing the kidnapped summoners and escaping with the Mirage Keepers to the League of S headquarters, Balamb Garden.

Once you’re in control of the party in Balamb Garden, you can return to Nine Wood Hills for a breather (and to view an optional, missable sequence). Back in Sylver Park, Tama can be seen deeply contemplating in the background. If you try to use the Gate to teleport, a cutscene plays, with Reynn and Lann noting that they must explore Balamb Garden while Tama’s mind wanders. Essentially, the rest of Grymoire is off limits until you meet with Quistis.

To progress the story, teleport to Balamb Garden from the Gate and approach Quistis to meet everyone else on the deck. Shelke gives a briefing involving the invading Cogna machines and another unleashed threat known as the Dyad’s Servants.

When you’re in control of the party after the briefing, you can pick up the **“A Plight for Sore Eyes”** quest from the Lilikin nearby. If you have the three eye drops necessary, turn them in for a reward of **three remedy+** (consider holding on to these for a certain future boss battle). Then, talk to Quistis to return to Balamb Garden. There’s another quest you can undertake here near the Gate. Accept **“Research Assistant”** and turn it in to receive a **fire spellstone** if you already have three bomb fragments on you. Otherwise, you can always turn the quest in through the Miniventures tab in the Adventure Log later.

Shelke
Well, those new Mirages called Cogna have been taking over wherever they show up. For the most part, at least.

Next, return to Nine Wood Hills through the Gate. You most likely need to resupply at the Chocolatte Mart after all of the fighting you did on the Crystal Tower, so visit the store while you’re back home if necessary. You can also check in with the Girl in the Tearoom if you want to complete outstanding Intervention Quests.

Otherwise, enter Plaza 99 for a cutscene with Tama explaining what Cogna are, as well as the motives of the Exnine Knights. Much is revealed, but there’s also much left to be explained. Hauyn might have information, so your next objective is to head back to the Balamb Garden Deck. Use the main Gate in Sylver Park to travel to Balamb Garden, then enter the deck for a scene between the twins and Hauyn.

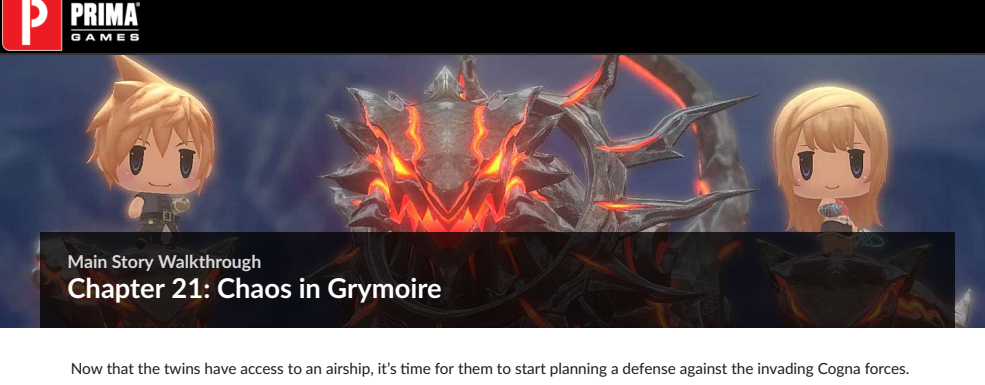
Unfortunately, speaking to Hauyn just raises even more questions as she lashes out at the twins for something they’ve done in their past.

Hauyn
Leave now! Go back home, and never wake from your sleep again!

The only logical thing left for the twins to do is to continue gathering Mirages while helping the League of S defend Grymoire. Quistis requests their aid in combating the invading Cogna army and gives Reynn and Lann access to an airship. After the cutscene, this brief story chapter ends, and two additional Champion Medals (Yuna’s and Terra’s) are available for purchase from the Girl.

IMPRISMING COGNA

For a Mirage Keeper, Cogna are machines (like the ones found in Underground Prison and Mako Reactor 0). They’re imprismed using eldboxes instead of a standard prism, so from this point on, it’s wise to keep several eldboxes in your inventory (purchased from the Chocolatte Mart) to assimilate these otherworldly machines into your legion of Mirages.



Main Story Walkthrough

Chapter 21: Chaos in Grymoire

Now that the twins have access to an airship, it's time for them to start planning a defense against the invading Cogna forces. However, the task is a difficult one, with enemies attacking multiple locations at once. Fortunately, Reynn and Lann are acquainted with a certain girl who can manipulate space and time...

Oh! Wait. That girl behind the door in Nine Wood Hills—couldn't *she* help us reach everyone?

You're right! Inside her room, we can skip around to any point in time that we want!

Action Checklist
1. Check with Serafie and her Rumor Radar
2. (Optional) Explore Grymoire using the airship
3. Defend Grymoire from the Cogna
4. (Optional) Complete additional Intervention Quests
5. Visit the town of Agarthir

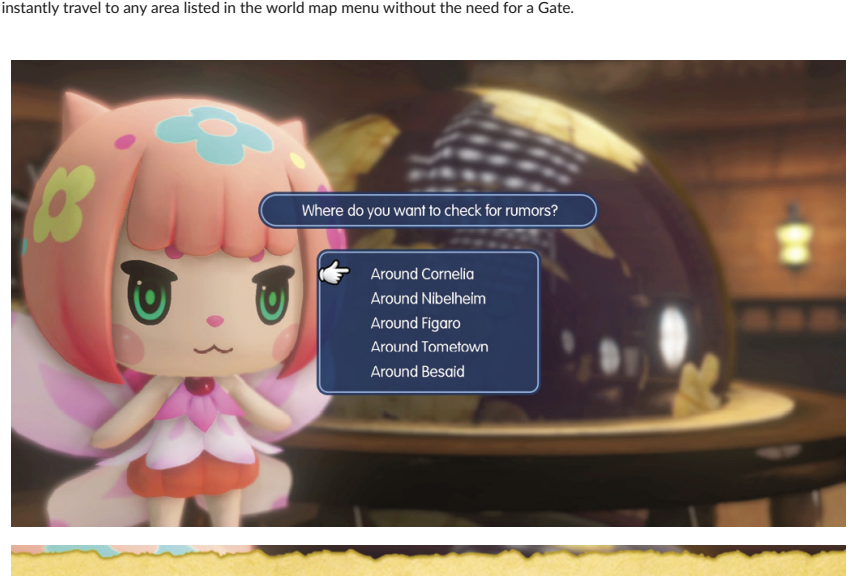
NEW INTERVENTION QUESTS

- The Five Cogna Lords: Figaro
- The Five Cogna Lords: Cornelia, Part I
- The Five Cogna Lords: Cornelia, Part II (available after completing part I)
- The Five Cogna Lords: Nibelheim
- The Five Cogna Lords: Tometown, Part I
- The Five Cogna Lords: Tometown, Part II (available after completing part I)
- Chocolatte's Master
- I Have Awaited This Day...
- Steel That Forges Destinies
- The Unwritten Future

THE RUMOR RADAR

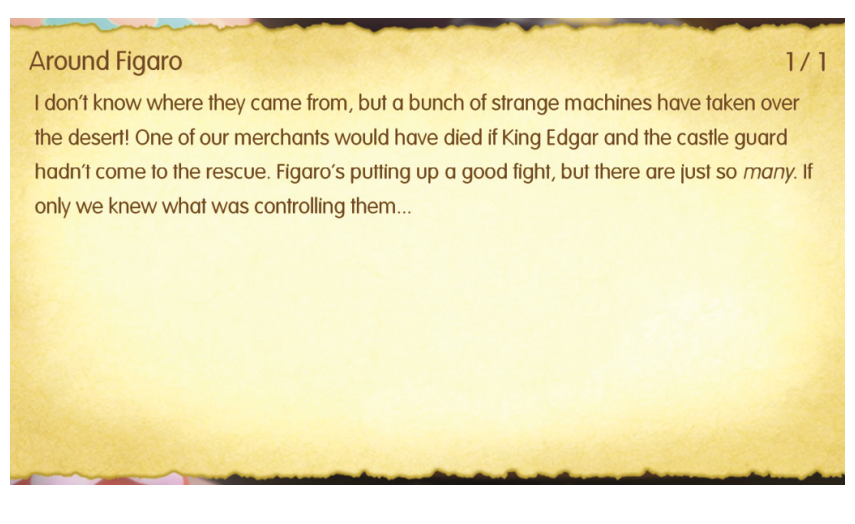
The chapter begins with Tama, Serafie, and the twins having a meeting and planning what to do next. Serafie boasts about her powers of gossip and how she essentially knows about everything going on in Grymoire. She then brings up a menu for you to navigate, so read and learn about each of the various threats around the world in order to continue.

Afterward, you arrive back in Plaza 99, where you're introduced to a tutorial regarding airships. Press ■ while viewing the world map to switch to airship mode, then control the airship with the left and right analog sticks. As a bonus, you can now instantly travel to any area listed in the world map menu without the need for a Gate.



Where do you want to check for rumors?

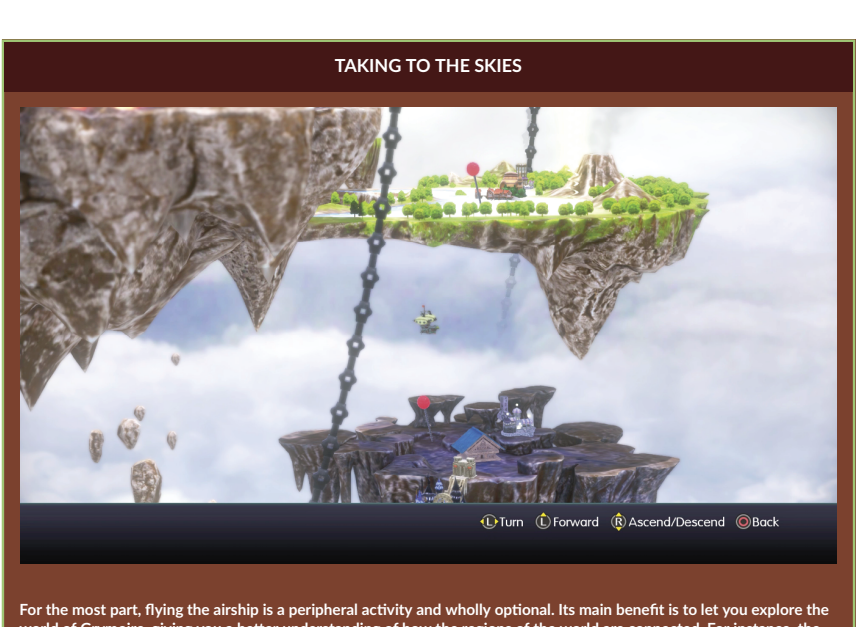
Around Cornelia
Around Nibelheim
Around Figaro
Around Tometown
Around Besaid



Around Figaro 1/1

I don't know where they came from, but a bunch of strange machines have taken over the desert! One of our merchants would have died if King Edgar and the castle guard hadn't come to the rescue. Figaro's putting up a good fight, but there are just so *many*. If only we knew what was controlling them...

TAKING TO THE SKIES

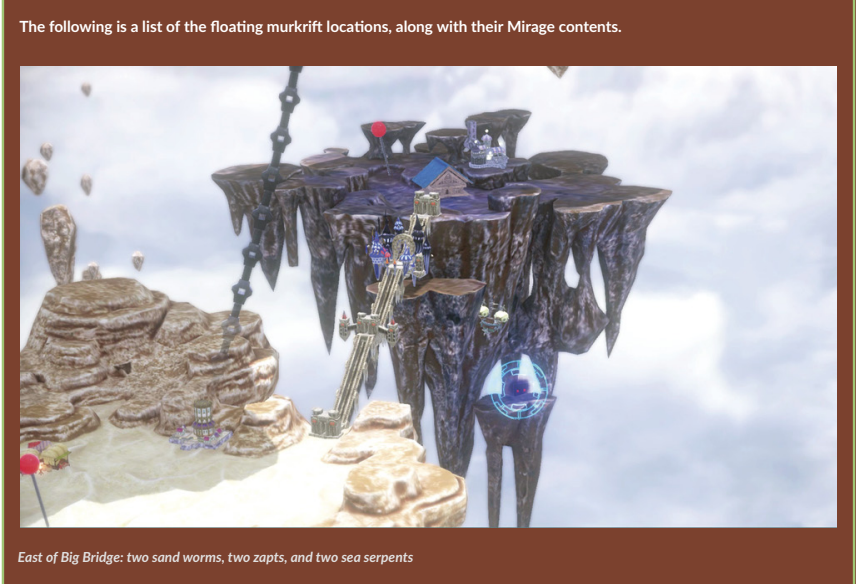


For the most part, flying the airship is a peripheral activity and wholly optional. Its main benefit is to let you explore the world of Grymoire, giving you a better understanding of how the regions of the world are connected. For instance, the Eclipsed Region is quite literally beneath the Besaid Region, explaining the vertical train ride you took before!

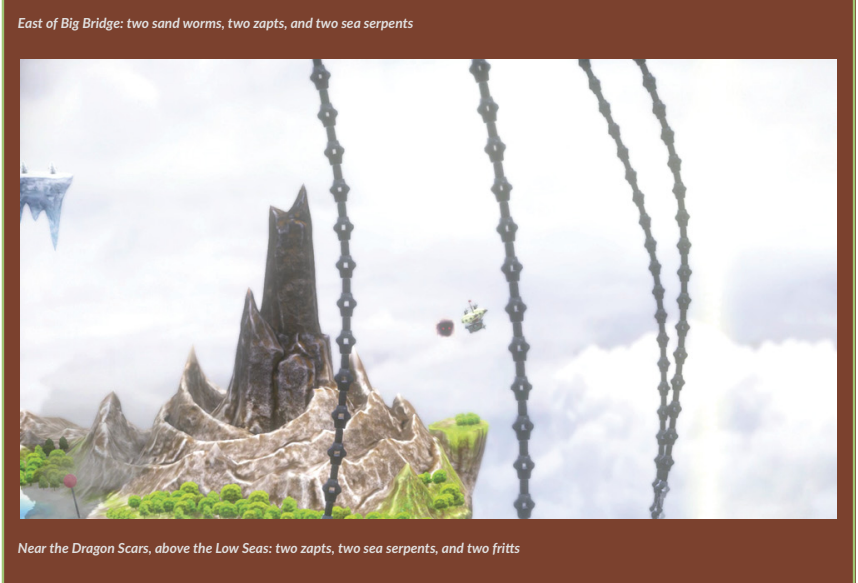
Additionally, you can take on optional murkrift battles that are scattered around the world map. Approach them as you would any murkrift, and if you have the Libra ability available in your party, you can check the level of the enemies in each one (they're all LV 60). These groups of foes can be difficult if your party level isn't quite high enough, but you're rewarded handsomely with EXP (over 100,000 EXP each murkrift) and useful battle items.

Furthermore, the murkrifts contain rare Mirages for you to imprism if you missed obtaining them from prior areas. However, just like other murkrifts, these are permanently destroyed once the encounter is cleared, so come prepared.

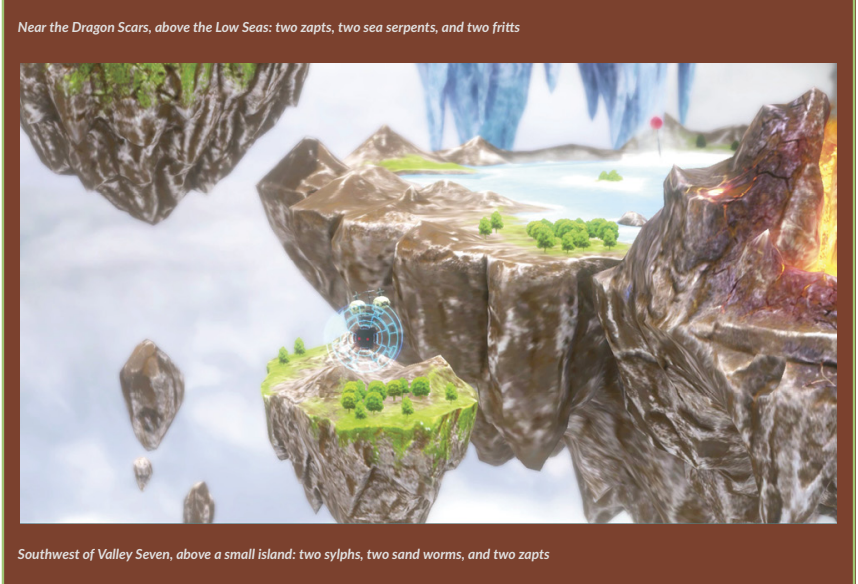
The following is a list of the floating murkrift locations, along with their Mirage contents.



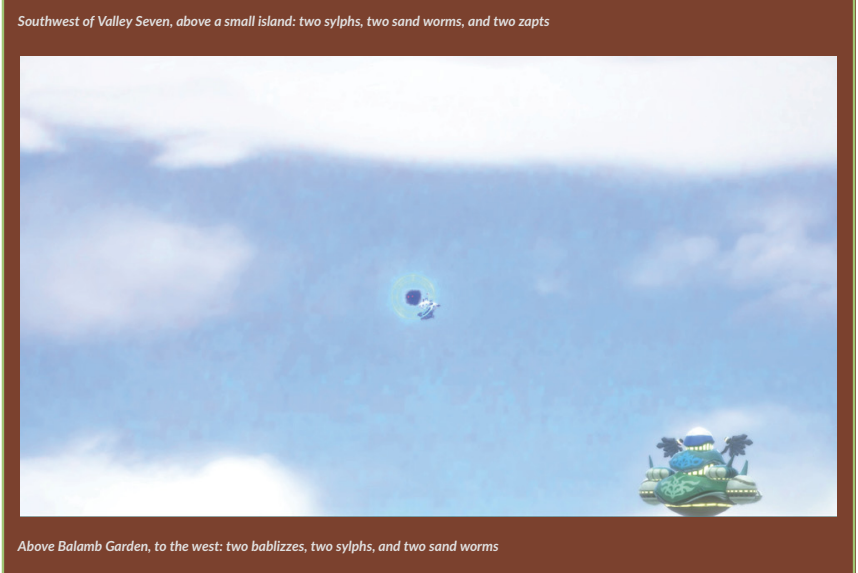
East of Big Bridge: two sand worms, two zapts, and two sea serpents



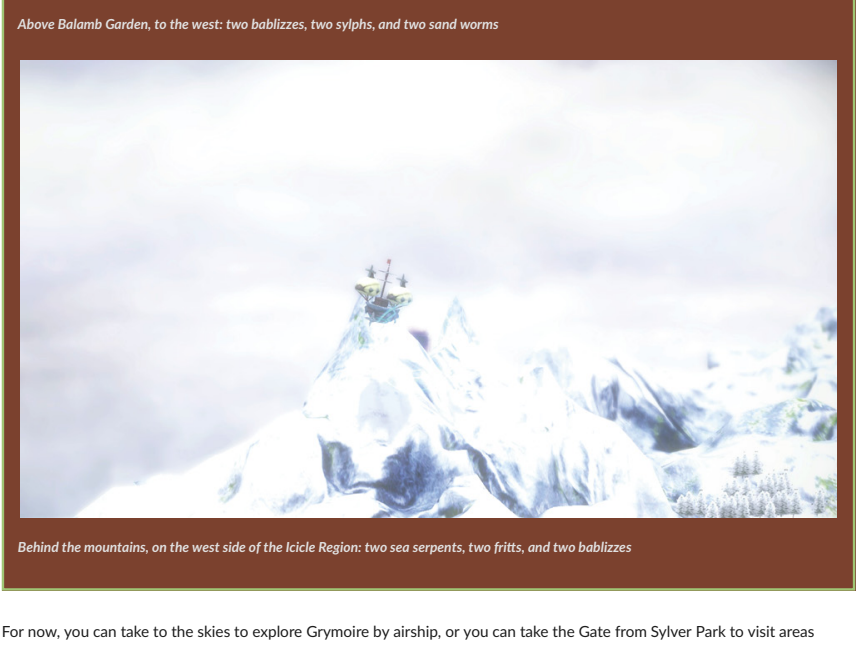
Near the Dragon Scars, above the Low Seas: two zapts, two sea serpents, and two fritts



Southwest of Valley Seven, above a small island: two sylphs, two sand worms, and two zapts

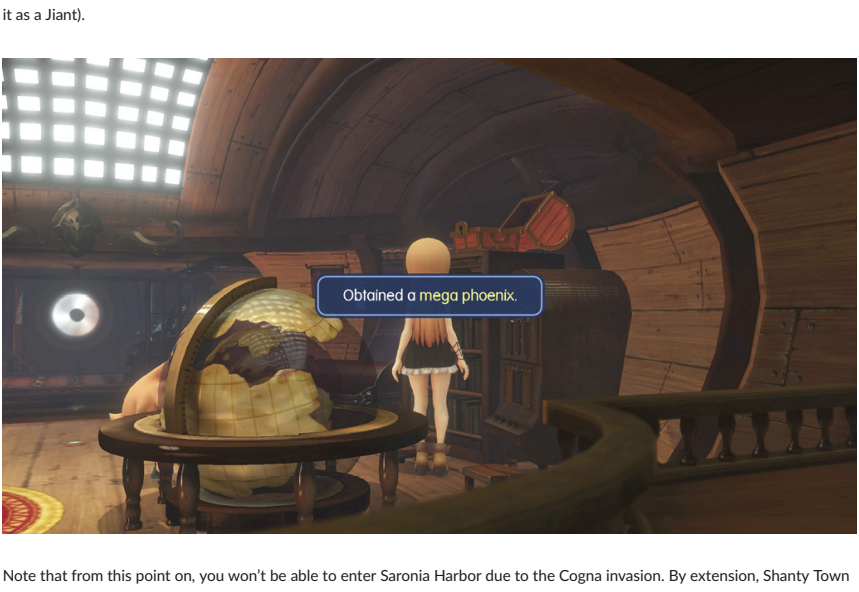


Above Balamb Garden, to the west: two bablizzes, two sylphs, and two sand worms



Behind the mountains, on the west side of the Icicle Region: two sea serpents, two fritts, and two bablizzes

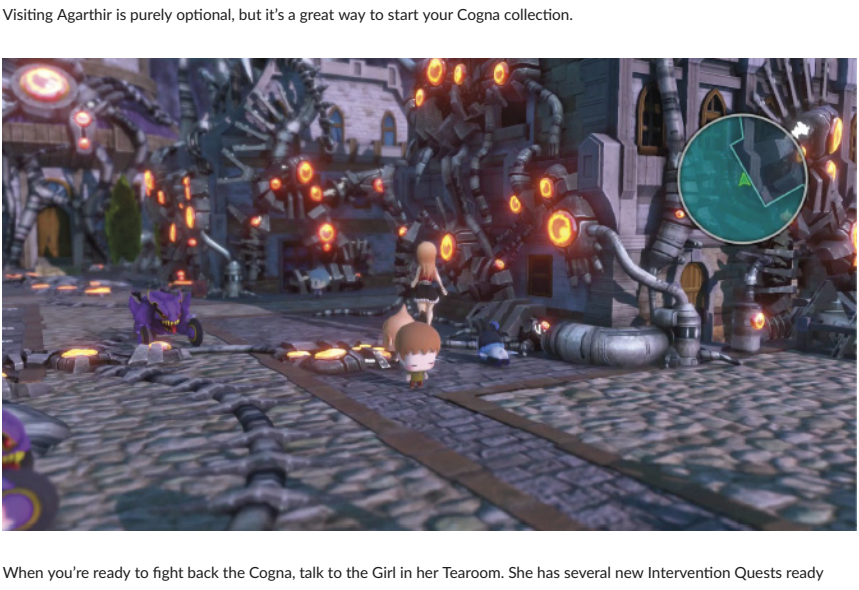
For now, you can take to the skies to explore Grymoire by airship, or you can take the Gate from Sylver Park to visit areas you've already been to in order to complete quests or imprism Mirages. You can also check out the interior of the airship under the Towns tab in the world map. There's a **mega phoenix** for you to pick up sitting on top of a bookshelf in there (you can reach it as a Jiant).



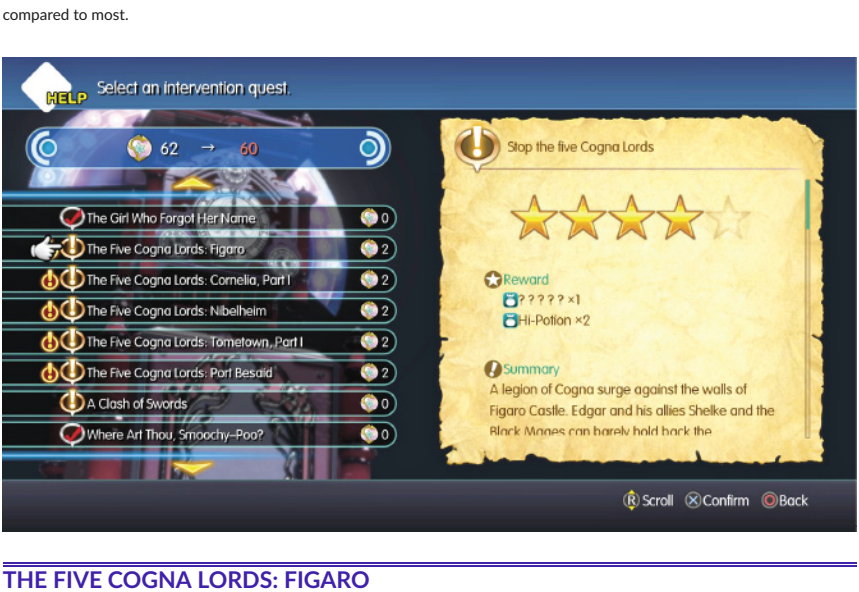
Obtained a mega phoenix.

Note that from this point on, you won't be able to enter Saronia Harbor due to the Cogna invasion. By extension, Shanty Town is also off limits. These areas become accessible much later in the game, after the threat is completely vanquished. The Gate in Saronia Docks is still functional, however.

Although the town of Agarthir in the Babil Region has been overrun by Cogna, you can visit it to fight and imprism the enemies there. Consider making a trip to Agarthir now to imprism a couple of strong Cogna early on (such as the powerful magna roader with its Upshift ability). Alternately, you can wait until the main story requires you to visit the Cogna-infested town. Visiting Agarthir is purely optional, but it's a great way to start your Cogna collection.



When you're ready to fight back the Cogna, talk to the Girl in her Tearoom. She has several new Intervention Quests ready (some optional and some required for the main story). All Intervention Quests prefaced with "The Five Cogna Lords" are associated with the Rumor Radar reports received from Serafie and must be completed. These Intervention Quests are unique compared to most.



Select an intervention quest.

The Girl Who Forgot Her Name	0
The Five Cogna Lords: Figaro	2
The Five Cogna Lords: Cornelia, Part I	2
The Five Cogna Lords: Nibelheim	2
The Five Cogna Lords: Tometown, Part I	2
The Five Cogna Lords: Port Besaid	2
A Clash of Swords	0
Where Art Thou, Smoochy-Poo?	0

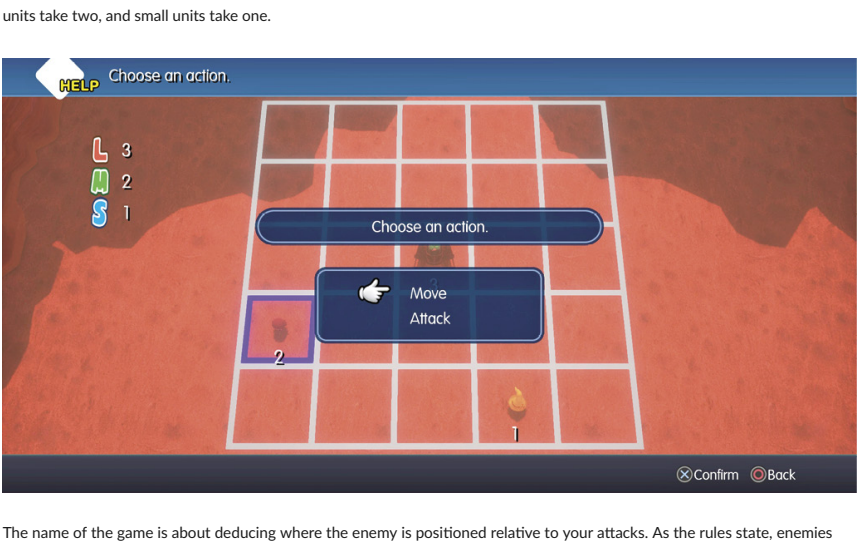
Stop the five Cogna Lords

Reward
?????×1
Hi-Potion ×2

Summary
A legion of Cogna surge against the walls of Figaro Castle. Edgar and his allies Shelke and the Black Mages can barely hold back the

THE FIVE COGNA LORDS: FIGARO

The first half of this quest is a mini-game involving positioning your units on a 5x5 grid and trying to land attacks on the invisible enemy team. Each team consists of a large, medium, and small unit. Large units take three hits to destroy, medium units take two, and small units take one.



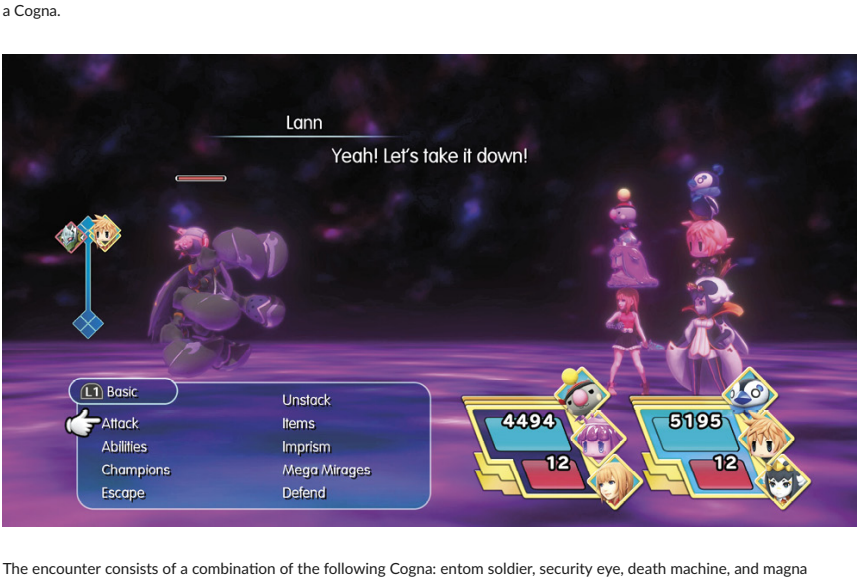
Choose an action.

The name of the game is about deducing where the enemy is positioned relative to your attacks. As the rules state, enemies can be sharing a square with one of your units. If you attack a spot resulting in a "Miss!" message, then there are no foes around. If you get a "Resist" message, it means an adversary is in a bordering square of your attack position. If you score a hit, it will say "Critical!" and one point of life is reduced from the unit you hit.

Note that when an adversary moves, a message appears showing which unit moved and how many steps they took. This is helpful if you've found an enemy and scored a hit, allowing you to follow them.

If one of your units is hit, immediately move that unit somewhere else. The enemy can be persistent in tracking your units down.

You can attempt the mini-game as many times as you want. Alternatively, you can skip the mini-game altogether by pressing ▲ and opting out of it. However, beating the mini-game rewards you with an additional battle and an opportunity to imprism a Cogna.



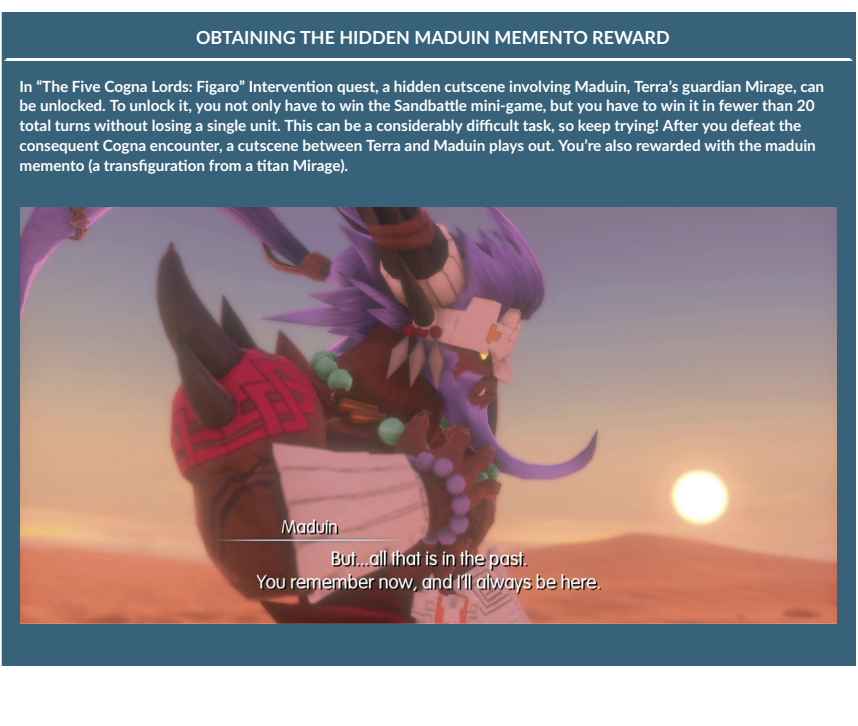
Lann

Yeah! Let's take it down!

The encounter consists of a combination of the following Cogna: entom soldier, security eye, death machine, and magna roader. Note that the group of Cogna here can be random. If you're looking for a specific one, you can retry the Intervention Quest, although these Cognas aren't rare and you can find these in other areas. Completing this quest (regardless of the outcome of the mini-game) rewards you with an **entom soldier memento** and **two hi-potions**.

OBTAINING THE HIDDEN MADUIN MEMENTO REWARD

In "The Five Cogna Lords: Figaro" Intervention quest, a hidden cutscene involving Maduin, Terra's guardian Mirage, can be unlocked. To unlock it, you not only have to win the Sandbattle mini-game, but you have to win it in fewer than 20 total turns without losing a single unit. This can be a considerably difficult task, so keep trying! After you defeat the consequent Cogna encounter, a cutscene between Terra and Maduin plays out. You're also rewarded with the maduin memento (a transfiguration from a titan Mirage).

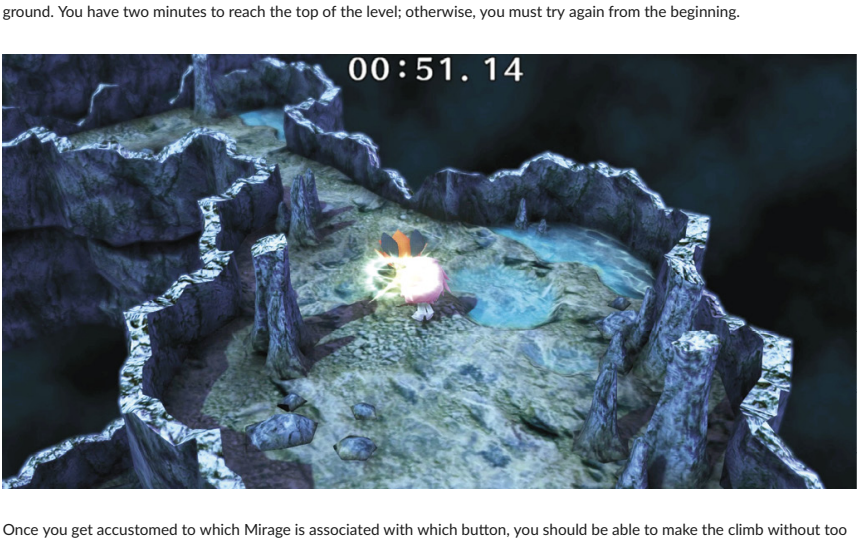


Maduin

But...all that is in the past.
You remember now, and I'll always be here.

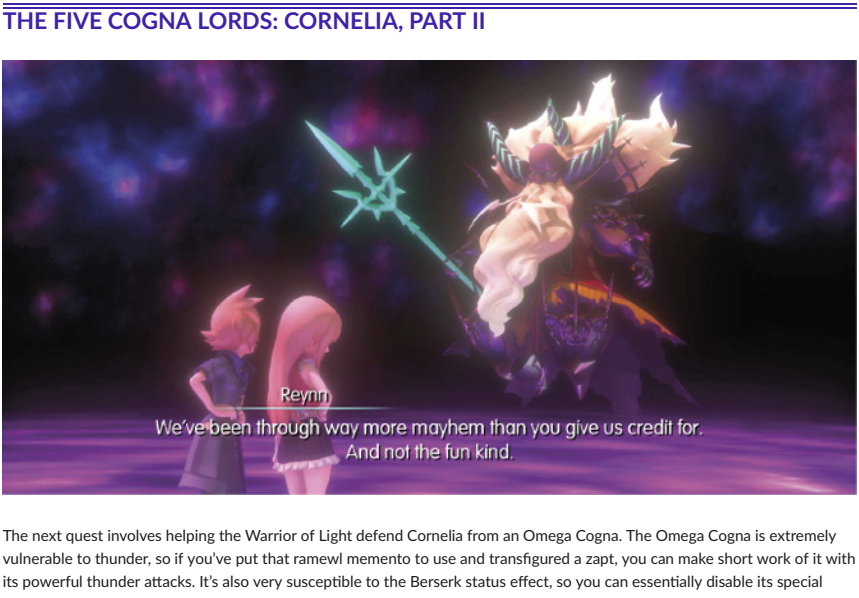
THE FIVE COGNA LORDS: CORNELIA, PART I

This Intervention Quest consists of an arcade-style mini-game where you play as Lightning climbing the Nether Nebula. The rules here are simple: pushing up on the left stick moves you forward along a predetermined path on "rails." On the way, Mirages will pop out in front of you, and you must cut them down with the correct button. Press ● when you see fritts, ✕ for bablizzes, and ▲ for zaphrs. Pressing the incorrect button or touching the Mirage bumps you back, causing you to lose ground. You have two minutes to reach the top of the level; otherwise, you must try again from the beginning.



Once you get accustomed to which Mirage is associated with which button, you should be able to make the climb without too much trouble. Beating the mini-game without giving up rewards you with an additional cutscene with Ramuh's granddaughter, Ramewl, as well as an encounter with her. (Although she's unimprismable, you get a **ramewl memento** and **two hi-ethers** as a reward for completing the quest.) If you skip the mini-game, you still obtain the memento, but you miss seeing the cutscene and battle. Either way, part two of this quest is unlocked upon completion.

THE FIVE COGNA LORDS: CORNELIA, PART II

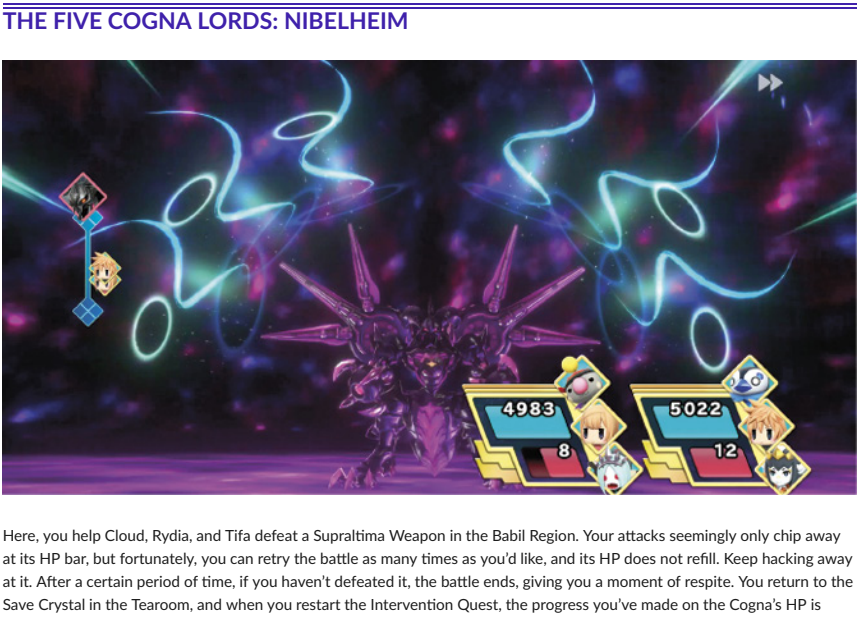


Reynn

We've been through way more mayhem than you give us credit for.
And not the fun kind.

The next quest involves helping the Warrior of Light defend Cornelia from an Omega Cogna. The Omega Cogna is extremely vulnerable to thunder, so if you've put that ramewl memento to use and transfigured a zapt, you can make short work of it with its powerful thunder attacks. It's also very susceptible to the Berserk status effect, so you can essentially disable its special spells if you have war gongs, the Berserk spell, or an ability like Kuparrr! Defeat the Cogna to obtain an **omega memento** and **two phoenix pinions** from the Miniventures log (or by speaking with the Girl).

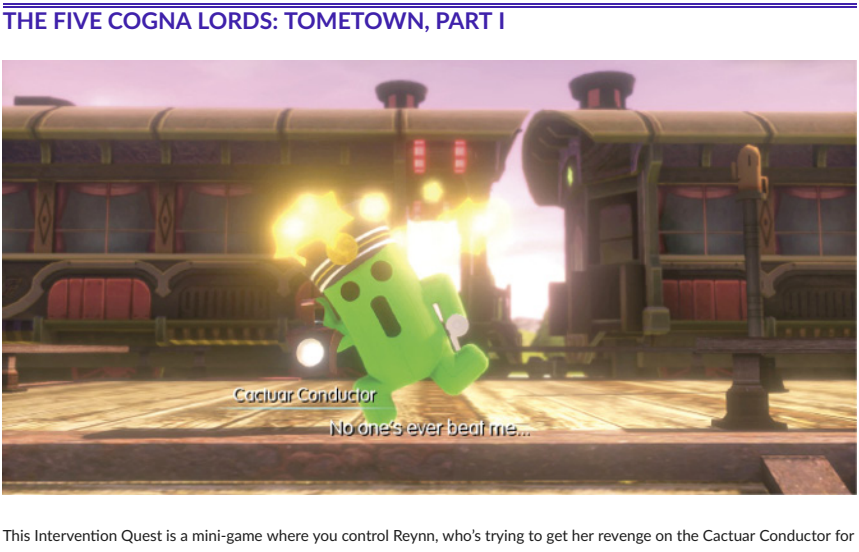
THE FIVE COGNA LORDS: NIBELHEIM



Here, you help Cloud, Rydia, and Tifa defeat a Supraltima Weapon in the Babil Region. Your attacks seemingly only chip away at its HP bar, but fortunately, you can retry the battle as many times as you'd like, and its HP does not refill. Keep hacking away at it. After a certain period of time, if you haven't defeated it, the battle ends, giving you a moment of respite. You return to the Save Crystal in the Tearoom, and when you restart the Intervention Quest, the progress you've made on the Cogna's HP is saved. Repeat until you've defeated the weapon. Beware, though: it has access to the Ultima spell. This is a high magic damage attack, so make sure your party members are buffed with Shell and have enough HP to withstand it.

The Supraltima Weapon has roughly 74,000 HP, so it may take several tries to take down. It's mainly a battle of survival, so keep at it. You get **two remedies** for completing this quest for the first time.

THE FIVE COGNA LORDS: TOMETOWN, PART I



Cactuar Conductor

No one's ever beat me...

This Intervention Quest is a mini-game where you control Reynn, who's trying to get her revenge on the Cactuar Conductor for humiliating her earlier in the story. This game can be extremely frustrating since it's mostly about luck. You basically have to pick a direction with the left stick, then press one of the four face buttons: ● or ▲ to punch, or ■ or ● to kick.

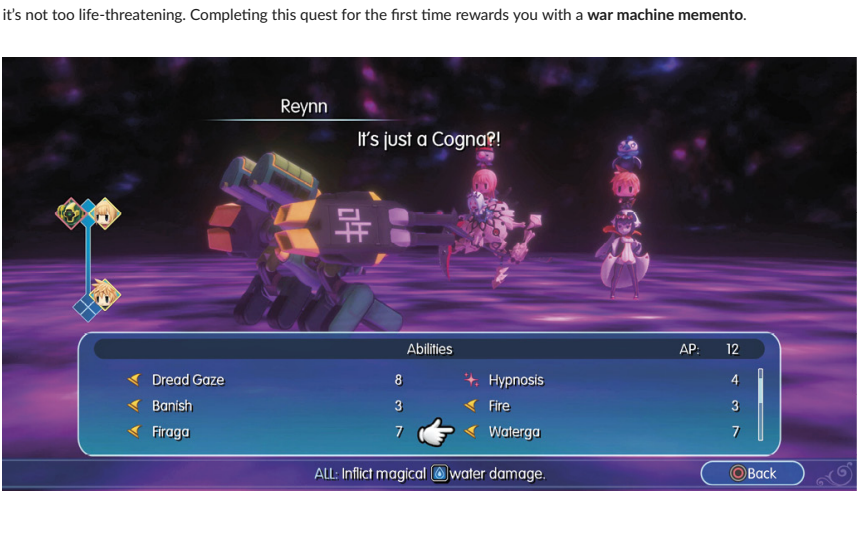
The cactuar disappears and reappears in a specific interval at one of the four cardinal directions. Your goal is to guess where he will be and intercept him with one of the attacks. It only takes one good hit to complete the game, so keep guessing until you hit it.

Alternatively, you can give up and skip the mini-game (by answering "No" after failing) to complete the quest. Skipping the quest prevents you from seeing the follow-up cutscene but technically rewards you with the quest completion and **two hi-potions**.

Note that replaying this Intervention Quest results in a different mini-game. Instead of having to predict where the Cactuar Conductor appears, you simply play a game of "whack-a-mole," except with several cactuar Mirages. This mini-game, aptly called "Whack-a-Cactuar," is unlocked upon successfully completing the initial mini-game.

THE FIVE COGNA LORDS: TOMETOWN, PART II

Part two of the Tometown Intervention Quests is a straightforward fight with a war machine Cogna. Like most machines, this one has a slight vulnerability to thunder and water. This encounter is much easier than the Omega and Supraltima Weapon battles, so if you were able to defeat those two, this one should be fine. It has a propensity for countering physical attacks, but it's not too life-threatening. Completing this quest for the first time rewards you with a **war machine memento**.



Reynn

It's just a Cogna?!

Abilities		AP 12
Dread Gaze	8	Hypnosis 4
Banish	3	Fire 3
Firaga	7	Waterga 7

ALL: Inflict magical water damage.

THE FIVE COGNA LORDS: PORT BESAID

The final required Intervention Quest takes place in Port Besaid with a unique flying Cogna called an einhänder (not exactly something from Final Fantasy, but it may be familiar to those who have played the Square Enix shooter of the same name). The mini-game here includes Tidus on top of a valefor stack, attempting to knock down an einhänder by kicking a blitzball into it.

Aim Tidus's kick with the left stick. Then, press and hold ● to start a fluctuating power gauge on the left side of the screen. The power gauge represents the distance Tidus will kick the ball upon release, so your goal is to aim and gauge your kick distance in order to take down an einhänder. You get three misses before you have to try again. You can retry as many times as you'd like, or you can skip the mini-game to complete the quest.

Like the other Intervention Quests, skipping the mini-game also skips the follow-up encounter but rewards you with a completion regardless. The einhänder fight is a standard battle with a Cogna—use water and thunder to take it down quickly. Completing the quest for the first time rewards you with an **einhänder memento** and **two phoenix pinions**.

GAMES IN YOUR GAME

If you found the mini-games in the Intervention Quests enjoyable, you can replay them at any time by accessing the videogame console in the Twins' Room. Successfully beating the einhänder and cactuar mini-games unlocks alternate "high score" versions of these games.

NEW INTERVENTION QUESTS

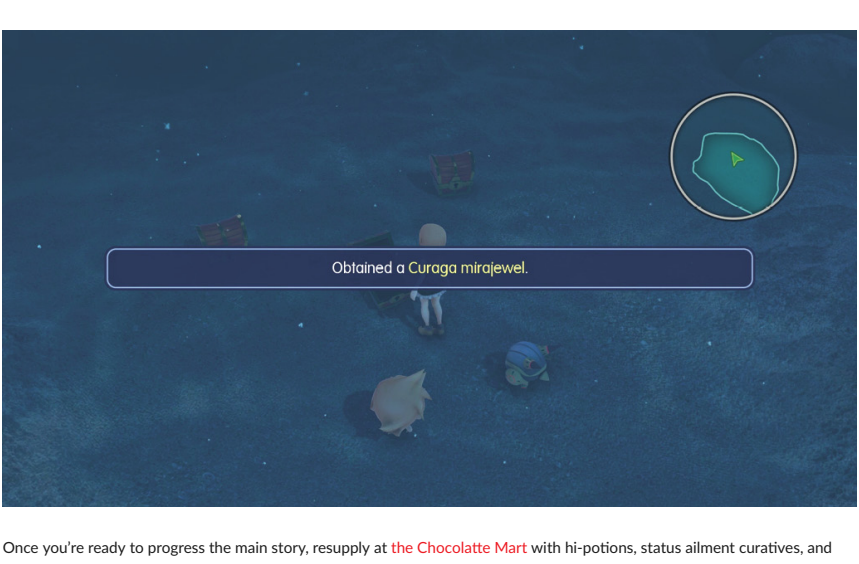
- Chosen by the Tribe
- Freak of Nature
- The Sad Spiral
- The Sunken Temple's Secret (non-repeatable)
- The Eye of the Desert
- Finger-Whistle Crisis
- For Friends or Vengeance
- Investigating the Garden
- Operation Opera (unlocked upon completing Freak of Nature)
- No One's Tools

THE CATHEDRAL

Completing the "The Five Cogna Lords" Intervention Quests triggers a cutscene with Quistis and the League of S. They've found the king of Bahamut located at the top of the chains that are seen connecting to each of the Federation-ruled regions. Quistis explains that the twins can reach the castle by locating a cathedral in one of the Federation's towns. Reynn mentions Agarthir in the Babil Region as one of these towns. You can head there now, or you can power up even more by completing several of the optional Intervention Quests that have just opened up in the Tearoom. (For tips and reward details for these quests, see the **Intervention Quests at the Girl's Tearoom** chapter of this book.)

SHANTOTTO AND THE QUACHO QUEEN

This is a good point in the game to undertake the "The Sunken Temple's Secret" Intervention Quest. This is a non-repeatable Intervention Quest that unlocks a hidden room in the Sunken Temple as well as the option to fight an imprismable Quacho Queen ★. The secret room contains valuable items: a Curaga mirajewel, Water Resistance++ seed, and a Resist Blindness seed. It's recommended that you obtain these items before completing the next part of the story. The Curaga mirajewel is particularly useful. For specific quest tips, refer to the Intervention Quests at The Girl's Tearoom chapter of this book.

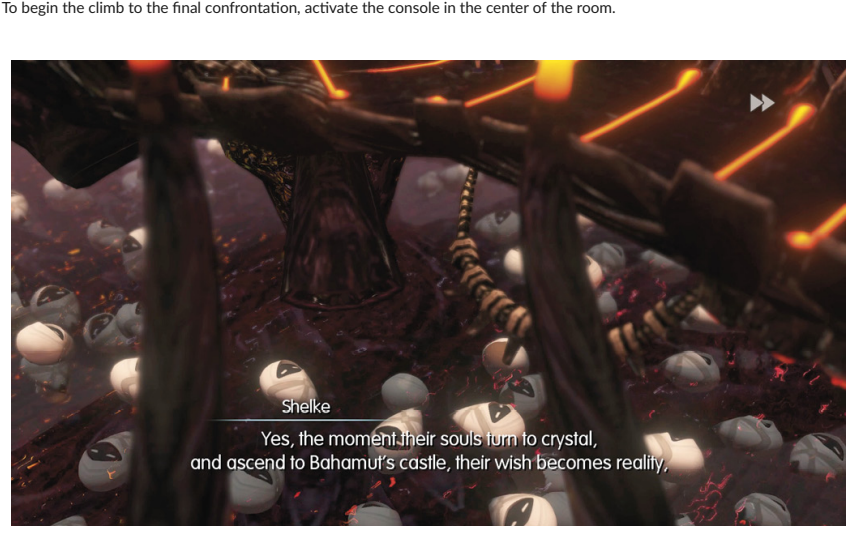


Obtained a Curaga mirajewel.

Once you're ready to progress the main story, resupply at the Chocolatte Mart with hi-potions, status ailment curatives, and preferably some elemental bombs (elements of abilities your stacks don't have immediate access to). Once you're all ready to undergo another demanding climb, travel to Agarthir through the world map menu or Gate menu.

The town is plagued with invading Cogna, and making contact with any of the roaming enemies here initiates a forced encounter. You can imprism or defeat these for extra EXP on your way to the north side of town, where the entrance to the cathedral is located. Enter the cathedral to initiate a cutscene, exposing the truth about the Federation's "Architects" program.

To begin the climb to the final confrontation, activate the console in the center of the room.

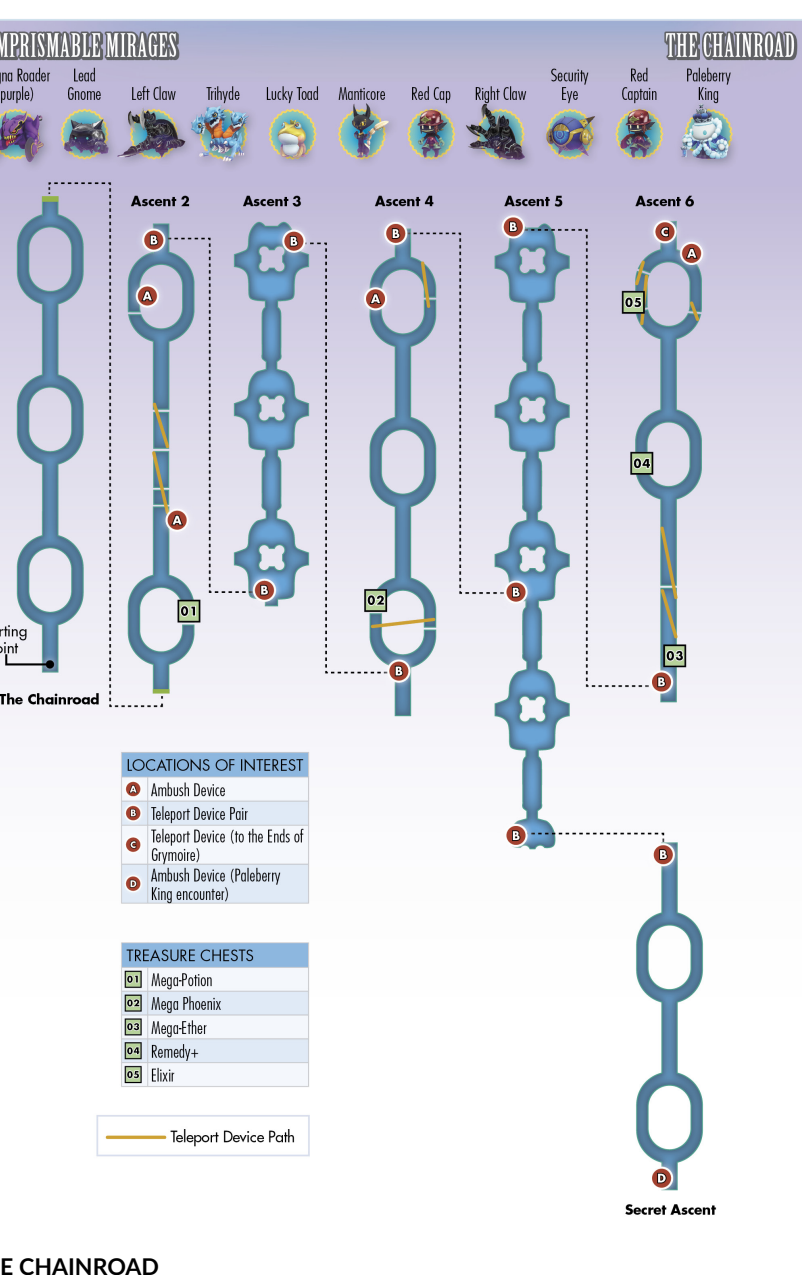


Shelke

Yes, the moment their souls turn to crystal,
and ascend to Bahamut's castle, their wish becomes reality.

Shelke

Correct. Once the Architects' souls have been crystallized,
the chains conduct them all the way up to the castle.

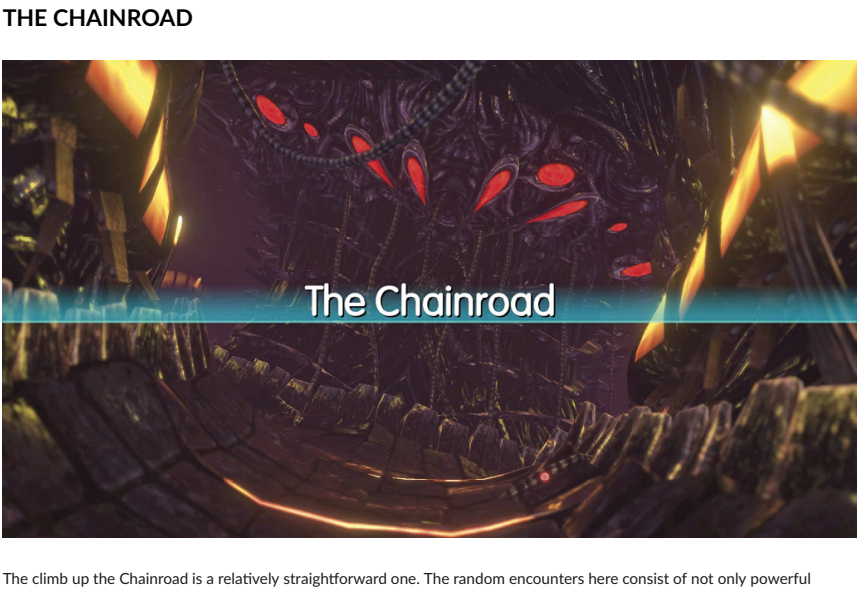


LOCATIONS OF INTEREST	
A	Ambush Device
B	Teleport Device Pair
C	Teleport Device (to the Ends of Grymoire)
D	Ambush Device (Paleberry King encounter)

TREASURE CHESTS	
01	Mega-Potion
02	Mega Phoenix
03	Mega-Ether
04	Remedy+
05	Elixir

Teleport Device Path

THE CHAINROAD

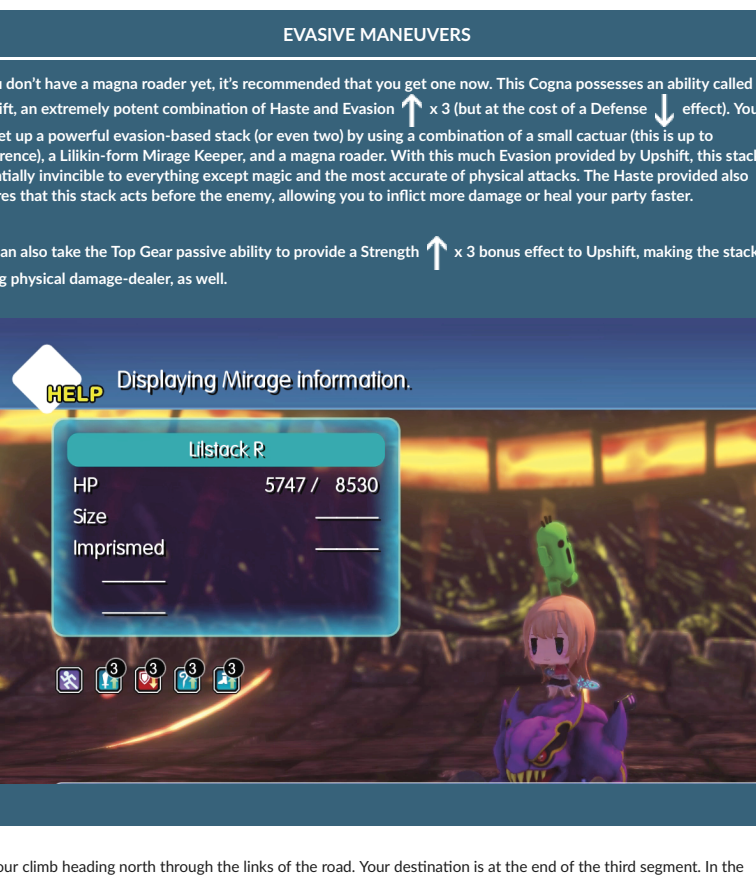


The climb up the Chainroad is a relatively straightforward one. The random encounters here consist of not only powerful Cogna, but also several non-machine Mirages, so be prepared with more than just thunder-based attacks.

EVASIVE MANEUVERS

If you don't have a magna roader yet, it's recommended that you get one now. This Cogna possesses an ability called Upshift, an extremely potent combination of Haste and Evasion ↑ x 3 (but at the cost of a Defense ↓ effect). You can set up a powerful evasion-based stack (or even two) by using a combination of a small cactuar (this is up to preference), a Lilikin-form Mirage Keeper, and a magna roader. With this much Evasion provided by Upshift, this stack is essentially invincible to everything except magic and the most accurate of physical attacks. The Haste provided also ensures that this stack acts before the enemy, allowing you to inflict more damage or heal your party faster.

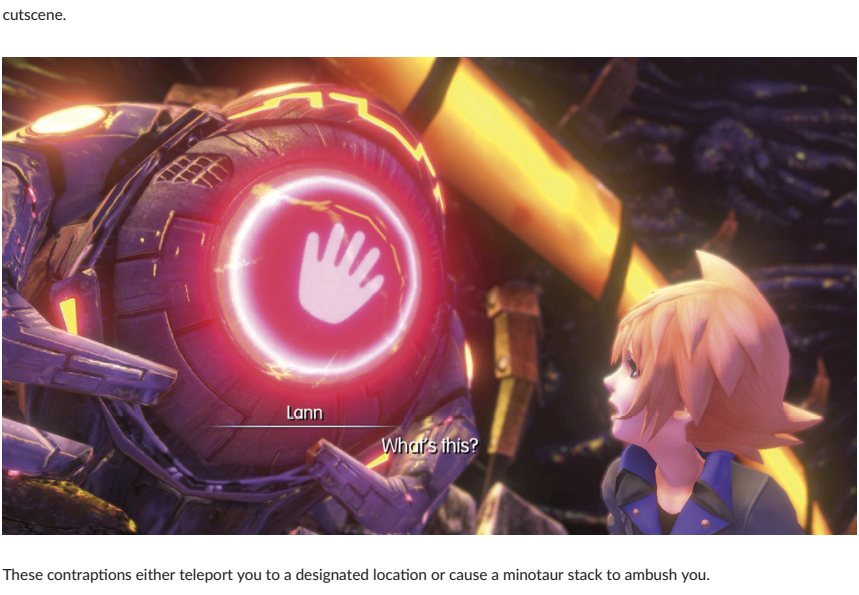
You can also take the Top Gear passive ability to provide a Strength ↑ x 3 bonus effect to Upshift, making the stack a strong physical damage-dealer, as well.



Displaying Mirage information.

Lilstack R
HP 5747 / 8530
Size
Imprismed

Begin your climb heading north through the links of the road. Your destination is at the end of the third segment. In the Chainroad—Ascent 2, take the left path of the first chain, wrapping around to the east and ending with a treasure chest in a corner. Open the chest for a **mega-potion**. Continue the climb north until you reach a mysterious device to trigger a cutscene.

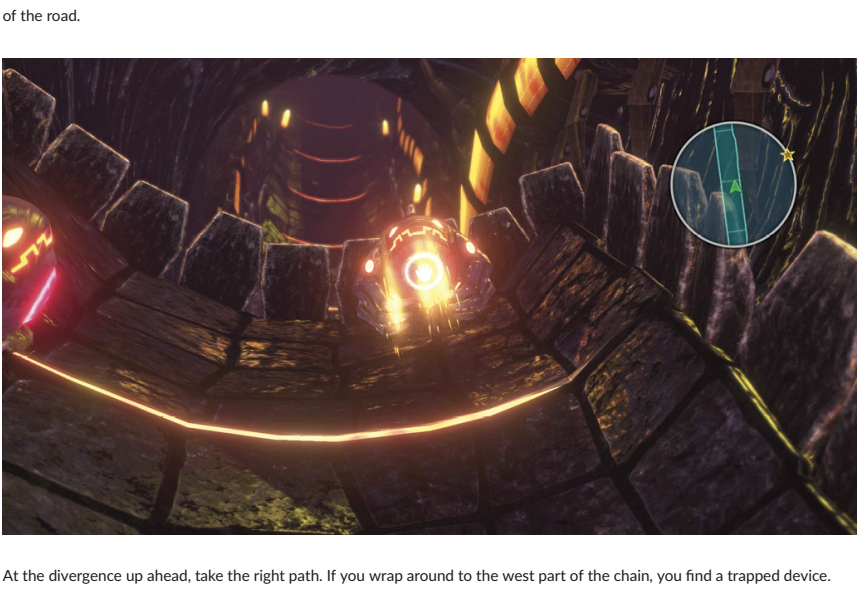


Lann

What's this?

These contraptions either teleport you to a designated location or cause a minotaur stack to ambush you.

Defeat the ambushing minotaur stack, then activate the device at the end to the right so you can continue to the next segment of the road.

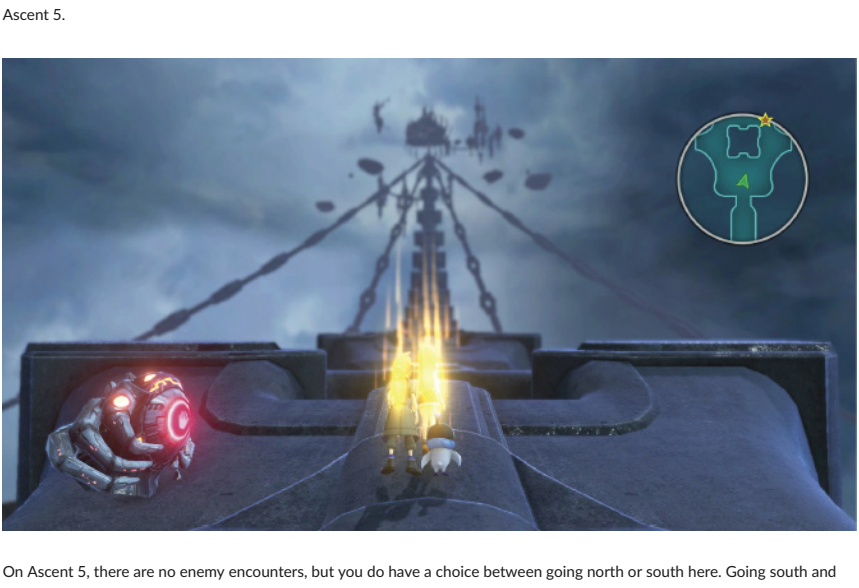


At the divergence up ahead, take the right path. If you wrap around to the west part of the chain, you find a trapped device. You can activate it if you want to fight another minotaur. Otherwise, proceed to Ascent 3 by activating the teleportation device at the north end of the chain.

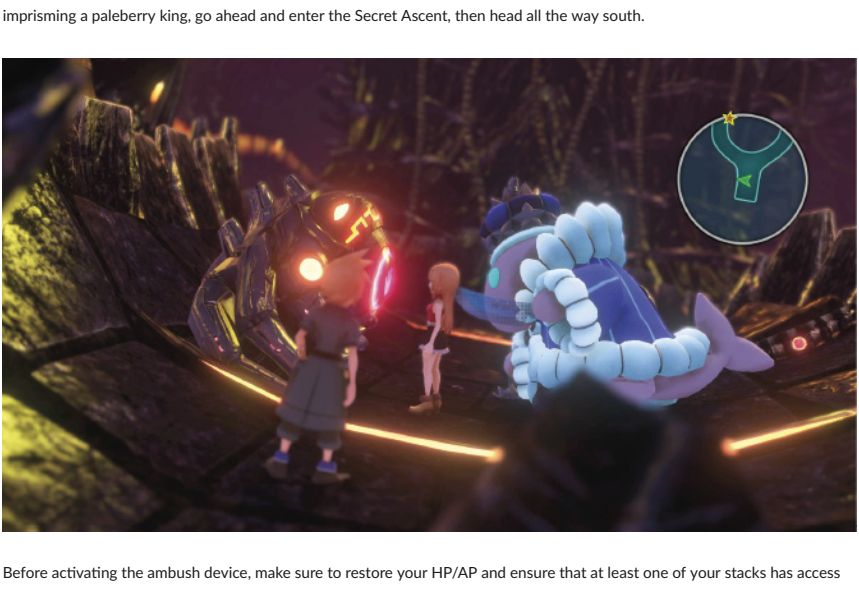
This part of the road takes place on top of a chain, where there are no enemy encounters. Simply follow the path north and activate the apparatus at the end to get to Ascent 4.

On Ascent 4, take the first left and activate the teleportation device to get across the break in the chain. Return to the west part of the chain to open the treasure chest containing a **mega phoenix**.

Now, proceed north up to the third segment. At this last fork are two devices, one on each side. The left device is a minotaur stack trap, whereas the right side is the teleporter to the next area. You can fight the minotaur stack if you want, but to progress, activate the device on the right side. Once you're teleported to the northernmost section of the area, skip the nearby device (this one just teleports you back south), and continue north. Activate the apparatus at the end of the map to warp to Ascent 5.



On Ascent 5, there are no enemy encounters, but you do have a choice between going north or south here. Going south and taking the teleporter at the bottom of this chain takes you to the Chainroad's secret area, Secret Ascent. If you're up for imprisming a paleberry king, go ahead and enter the Secret Ascent, then head all the way south.



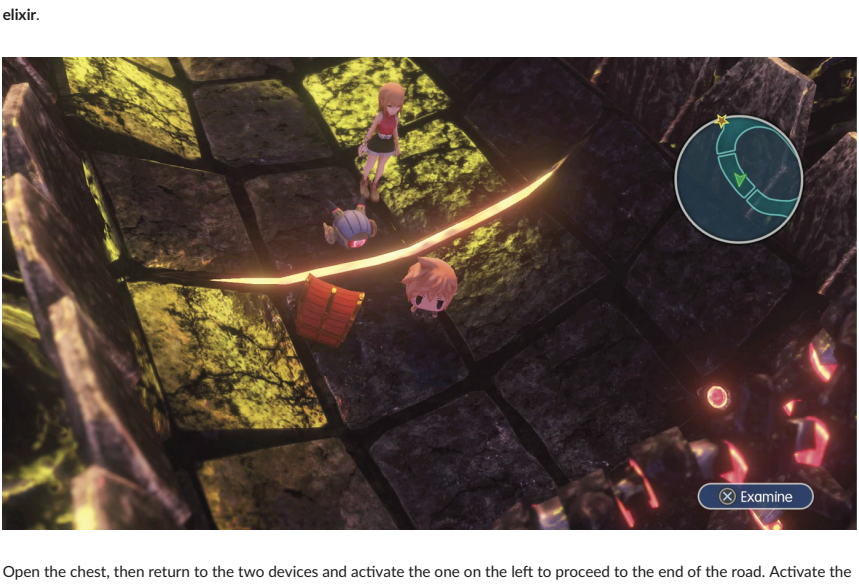
Before activating the ambush device, make sure to restore your HP/AP and ensure that at least one of your stacks has access to a high-chance critical hit ability, like Cross Slash or Helldiver. A high dark elemental resistance helps, as well, since the king can cast Everyone's Grudge (dark-based magical damage that scales off of damage taken by enemies). Start the fight and try to land your critical hits early to trigger the prismtunity at least two or three times, then imprism the Mirage. Next, backtrack to Ascent 5 and climb to the north end to activate the teleporter there.

GRUDGE DAMAGE

The two grudge abilities, Petty Grudge and Everyone's Grudge, inflict 30% of the total damage a party has taken (both the player party and the enemy party have their own grudge values). The only difference between Petty Grudge and Everyone's Grudge is that the former is a SINGLE-target spell, whereas the latter hits ALL targets. Everyone's Grudge does not split damage, either. For instance, accruing 10,000 grudge causes the attack to deal 3,000 to each enemy, regardless of enemy count. It's also worth noting that grudge attacks are dark-based, so a target with -100 Dark Resistance will take twice as much damage.

You can use this knowledge to your advantage in certain Coliseum scenarios to fulfill the "Deal a lot of damage at once" prismtunity condition. As long as you keep track of how much damage you've taken, you can accurately predict and control how much damage you output in a single blow!

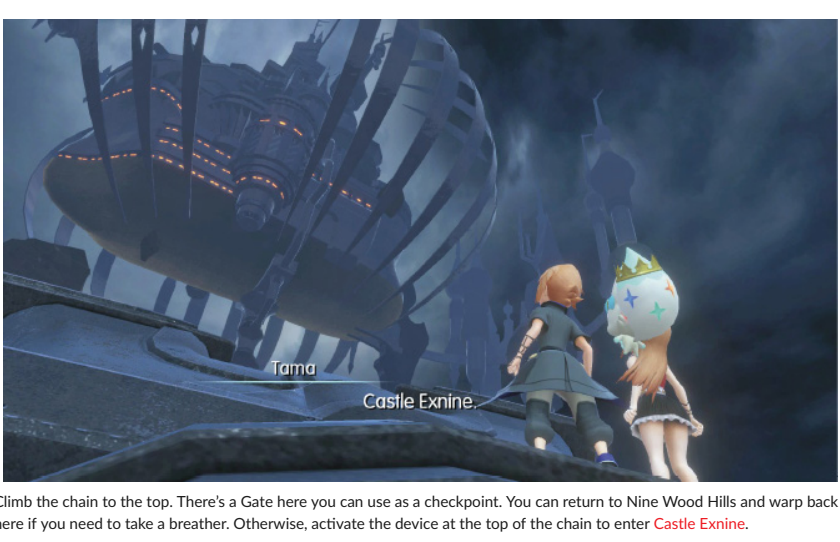
In Ascent 6, keep traveling north to another device. Activate it, then open the treasure chest in the foreground to obtain a **mega-ether**. Slightly north of here is another teleportation device. Activate it to get to the next segment. Keep going north, take the right at the split, then wrap around to the west side of this chain to pick up a **remedy+** from a treasure chest there. Then, continue north and take the left path at the divergence. The device here teleports you slightly north to a segment with two more devices nearby. Before activating either of these, walk south (toward the foreground) to reach a chest containing an **elixir**.



Open the chest, then return to the two devices and activate the one on the left to proceed to the end of the road. Activate the apparatus at the far north end of the area to reach the final stretch of the Chainroad: the Ends of Grymoire.

Lann

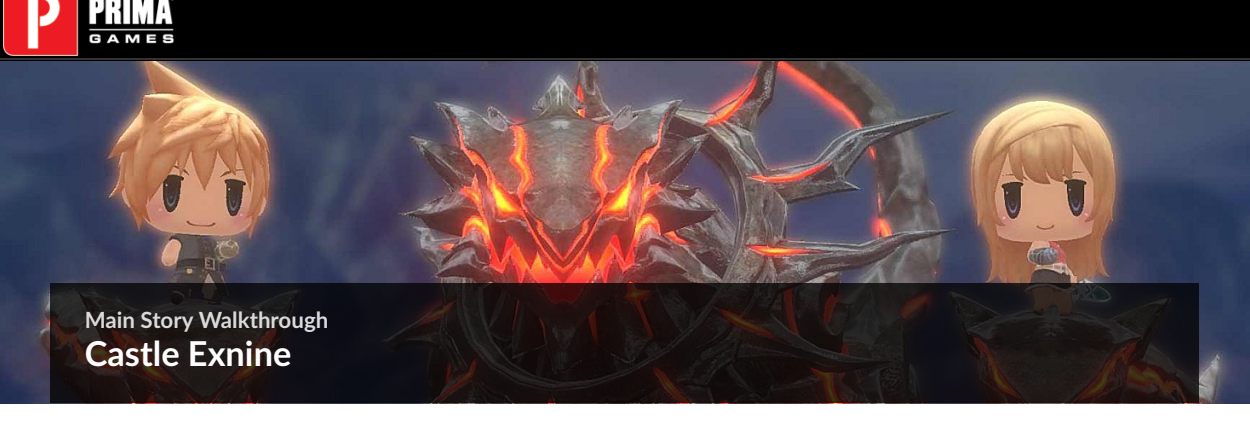
This is it.



Tama

Castle Exnine.

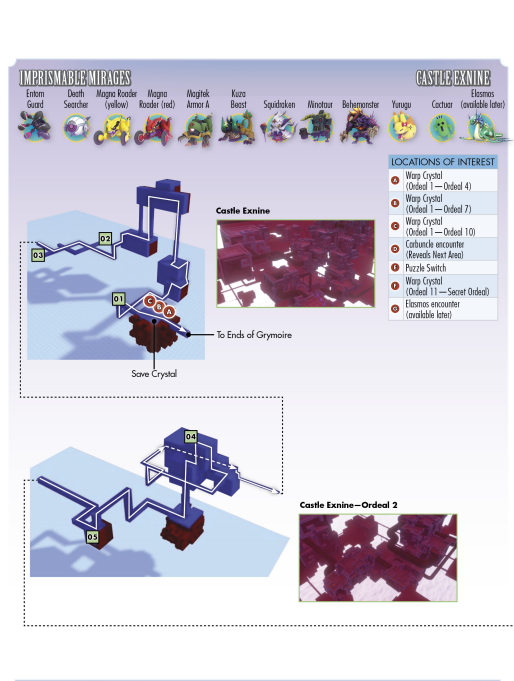
Climb the chain to the top. There's a Gate here you can use as a checkpoint. You can return to Nine Wood Hills and warp back here if you need to take a breather. Otherwise, activate the device at the top of the chain to enter Castle Exnine.

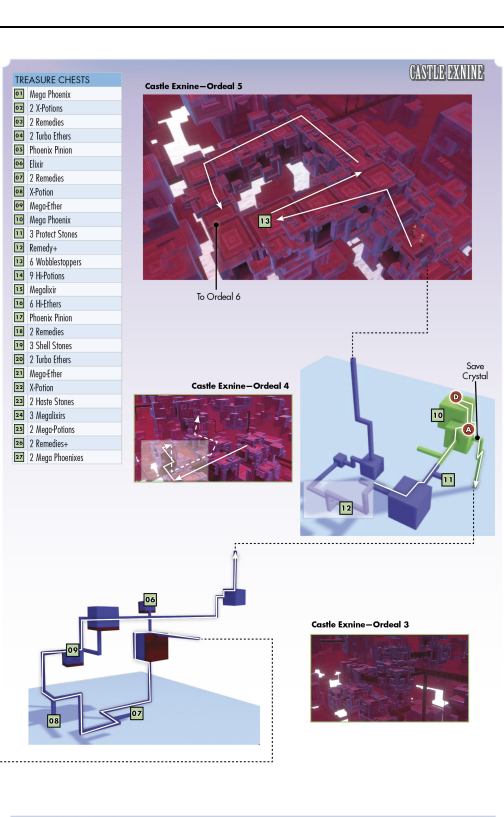


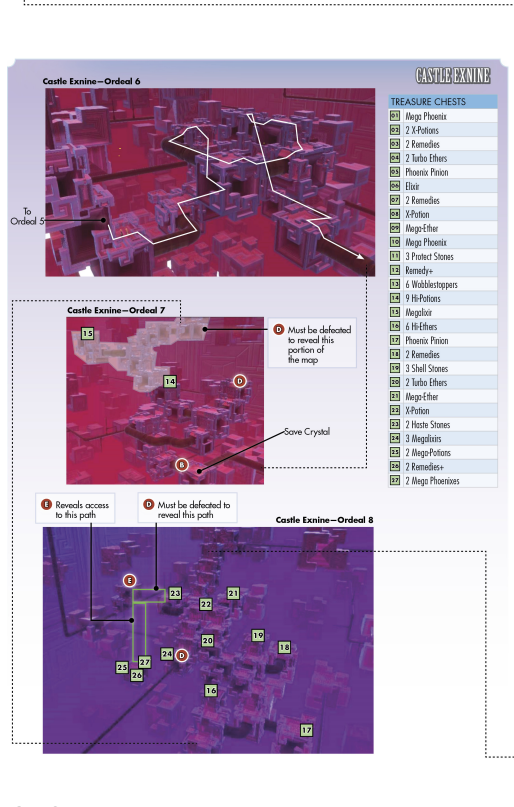
Main Story Walkthrough

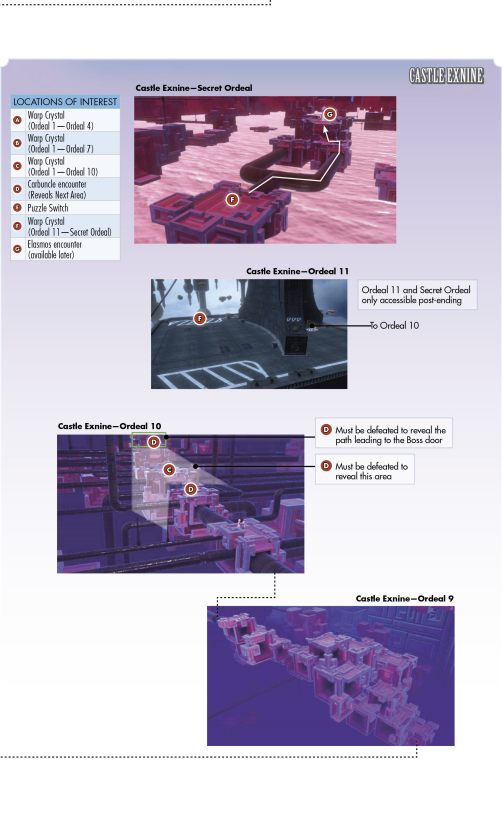
Castle Exnine

Action Checklist
1. Climb Castle Exnine
2. Defeat carbuncle Mirages
3. Activate the warp crystals
4. Defeat the Exnine Knights


IMPRISMABLE MIRAGES
CASTLE EXNINE
Castle Exnine
To Ends of Grymoire
Save Crystal
Castle Exnine—Ordeal 2
LOCATIONS OF INTEREST
Warp Crystal (Ordeal 1—Ordeal 4)
Warp Crystal (Ordeal 1—Ordeal 7)
Warp Crystal (Ordeal 1—Ordeal 10)
Carbuncle encounter (Reveals Next Area)
Puzzle Switch
Warp Crystal (Ordeal 11—Secret Ordeal)
Eksmos encounter (available later)




CASTLE EXNINE
Castle Exnine—Ordeal 6
To Ordeal 5
Castle Exnine—Ordeal 7
Must be defeated to reveal this portion of the map
Save Crystal
Reveals access to this path
Must be defeated to reveal this path
Castle Exnine—Ordeal 8


CASTLE EXNINE
LOCATIONS OF INTEREST
Castle Exnine—Secret Ordeal
Castle Exnine—Ordeal 11
Ordeal 11 and Secret Ordeal only accessible post-ending
To Ordeal 10
Castle Exnine—Ordeal 10
Must be defeated to reveal the path leading to the Boss door
Must be defeated to reveal this area
Castle Exnine—Ordeal 9

CASTLE EXNINE

KEEPING YOUR BEARINGS IN THE MAPLESS CASTLE

Castle Exnine is different than most dungeons you've had to traverse up to this point. There is no in-game map to help you, and the three-dimensional architecture can be disorienting. However, you can use the provided map that precedes this dungeon walkthrough to help you keep your bearings, as well as keep track of your treasure chest hunting.

The most confusing aspect of this dungeon is readjusting after an encounter (especially since some of the random encounters may be lengthy and difficult if your party level is at the lower spectrum). The best tip to keep in mind is this: after defeating an enemy, your party leader faces the same direction they were going when the encounter began. So after a battle, wait until you can verify which way to continue walking, then determine your next destination from there (with help of the preceding maps).

Castle Exnine

There are a couple of key points to note here in this final dungeon. First, there's no in-game map to help guide you, and second, much of the terrain involves traversing three-dimensional objects (you can walk along most walls, similar to the Sunken Temple's seaweed walls). Although this sounds intimidating, most of the paths here are somewhat linear (with the occasional branch off to treasure chests). As long as you're mindful of where you're coming from and where you're headed, climbing Castle Exnine should be manageable. Additionally, the pipes you walk on in here are a big clue—you can see the souls being harvested from Grymoire in several of the pipe windows. Follow the souls!

The castle consists of 12 areas: 10 large areas, one boss area, and a secret area. There are three potential warp crystals you can unlock here, as well, so you should try to reach one of these checkpoints before returning back home to Nine Wood Hills. Since you won't have access to an in-game map throughout this dungeon, directions in this guide reference the provided maps that precede this text. In conjunction with longitudinal directions (for ascending and descending), cardinal directions are used in relation to these three-dimensional maps.

You begin the first area in Castle Exnine in the southeast portion of the map, working your way toward the "west" (although it can be seen as going toward the "back"). Ahead of the entrance is a pipe leading to a climbable wall. Walk up the wall and open the chest to obtain a **mega phoenix**. Next, climb down the right side of the wall to get to another traversable platform. Most of the platforms follow this pattern—there are specific spots on them you can "walk off of," allowing you to defy gravity and walk down the side to reach another area.

REYNN: The Heralds' stronghold... Good luck, everyone.

If you're ever stuck, try to find the spot you can walk off of and get your bearings that way. Continue down the path, leading to another pipe and another climbable wall. You should be running along sideways at the pinnacle of the area, where there's another pipe you can traverse. Cross the small pipe, then make your descent down the other side of this structure.

PRESSING ON

Remember, after you defeat enemies from a random encounter, find your footing and make sure you're going the same way you're facing so you don't accidentally backtrack in this befuddling dimension!

When you reach the lowest point, go left onto the pipes and into an intersection. Open the treasure chest to the right of the intersection (in the background) for two **x-potions**, then keep following the pipes down to the west.

Obtained 2 X-potions.

There's one more chest in this area near the exit. Open it for **two remedies**, then walk down the pipe toward the background to enter Castle Exnine—Ordeal 2.

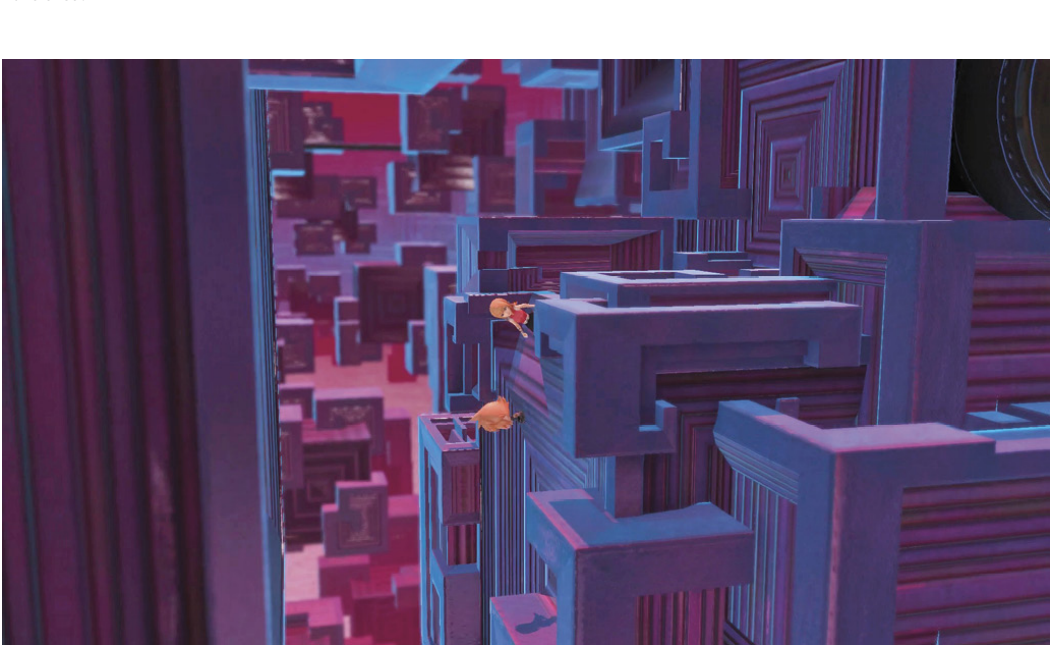
In Ordeal 2, you begin on the east side of the map, with your destination to the west. Follow the pipe up ahead, and then climb to the top of the large structure near the center of the map. There's a treasure chest on the other side of the "building." You can get there by walking down the southern wall, then wrapping around to the western part of the structure.

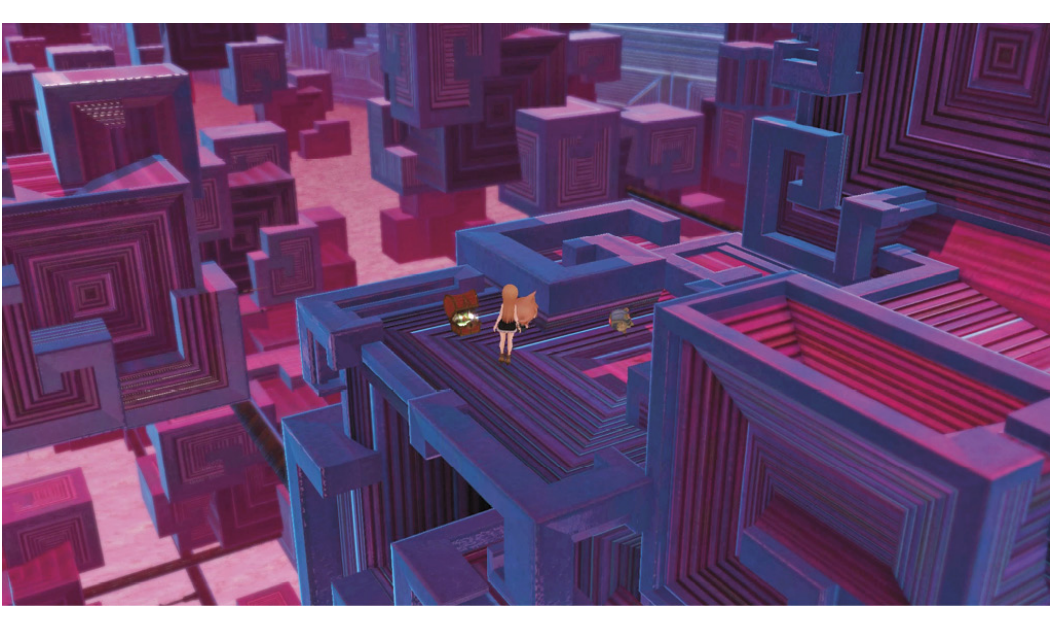
That's-the-right. I knew it wouldn't take the-long for you to understand.

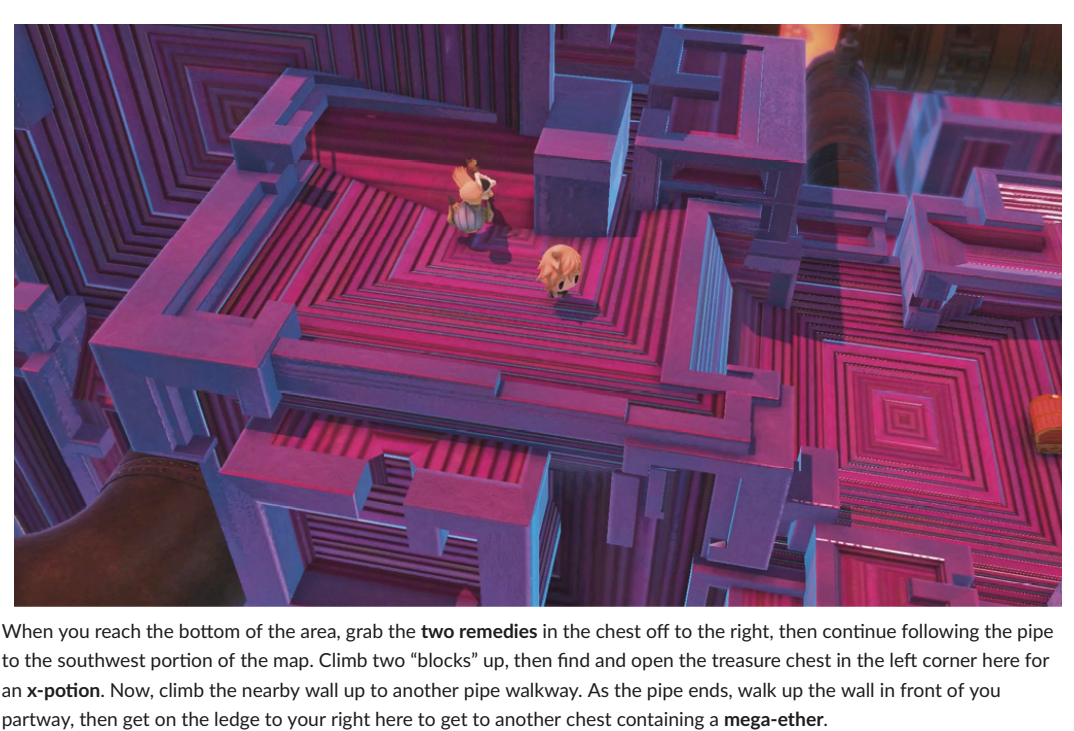
But for someone to the-create a world this physical, this real inside their threshold, they would have to expend a tremendous the-amount of energy. Not just anyone can the-do it.

Open the chest for **two turbo ethers**, then continue down the west/southwest side until you reach the bottom of the area. Keep following the path until you reach another treasure chest with a **phoenix pinion** inside. Pick it up, then proceed to Ordeal 3 over the pipe walkway to the northwest.

Continue west on the pipe and climb up two more blocks near the center of the map. Open the treasure chest to obtain an **elixir**, then backtrack down and take the southwest path down the side of the structure, leading straight down to the bottom of the area.



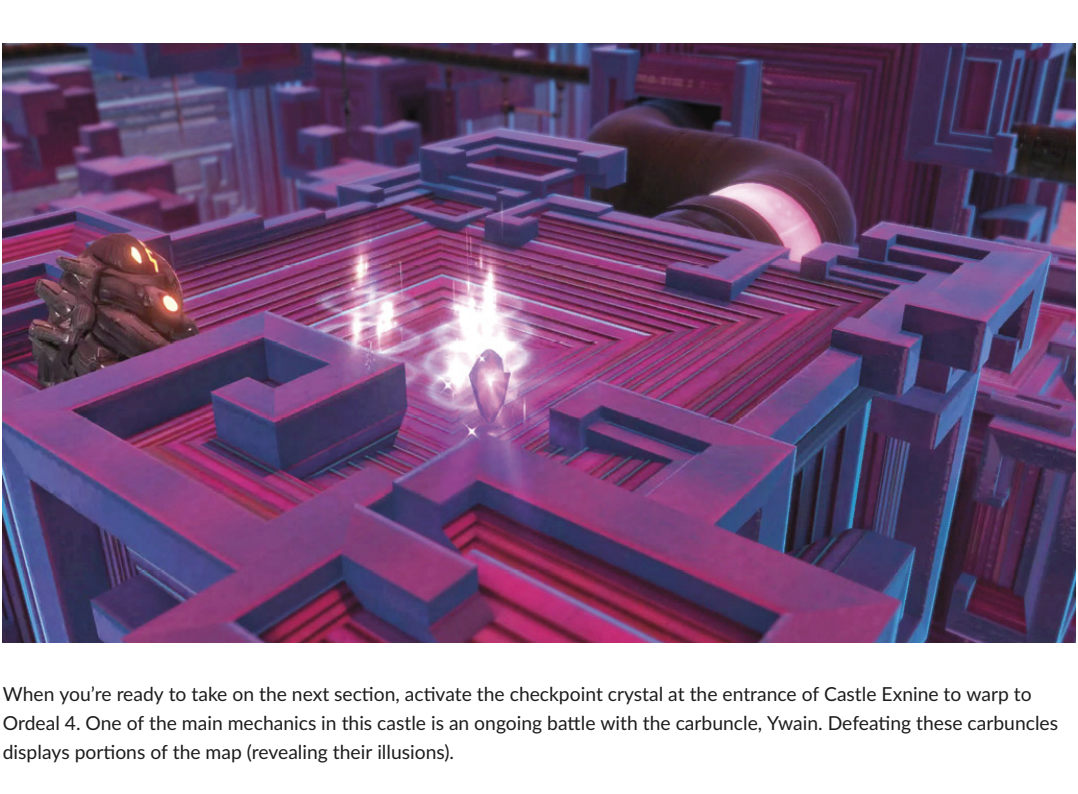




When you reach the bottom of the area, grab the **two remedies** in the chest off to the right, then continue following the pipe to the southwest portion of the map. Climb two "blocks" up, then find and open the treasure chest in the left corner here for an **x-potion**. Now, climb the nearby wall up to another pipe walkway. As the pipe ends, walk up the wall in front of you partway, then get on the ledge to your right here to get to another chest containing a **mega-ether**.

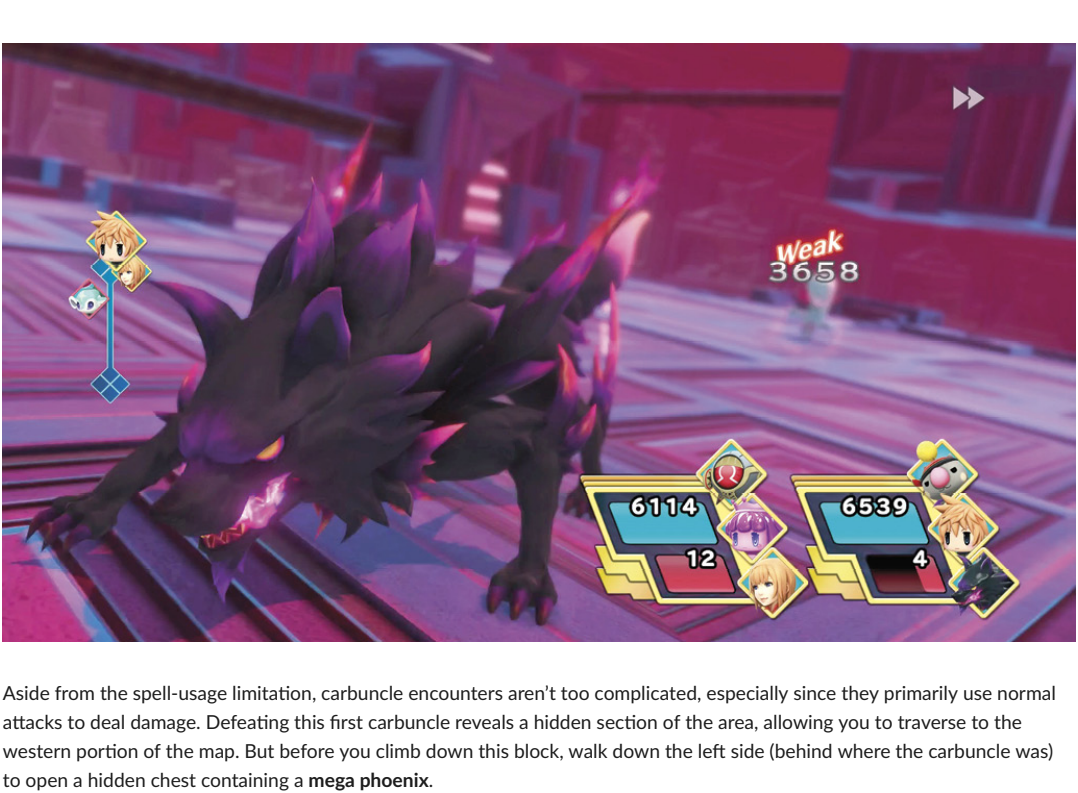
Turn around and continue climbing up. This leads you to a lengthy pipe walkway taking you across to the northeast section of the map, where you can proceed to Ordeal 4.

Finally, you can save your progress at the Save Crystal here at the start of the area. There's also a checkpoint here in the form of a purple warp crystal. Activate it to return to the first area, revealing the other end of the warp crystal pair near the entrance of Castle Exnine. If you want to take a break, you can return to Nine Wood Hills by activating the hand-scanning device (the alien-like apparatus), then interacting with the Gate in the Ends of Grymoire.

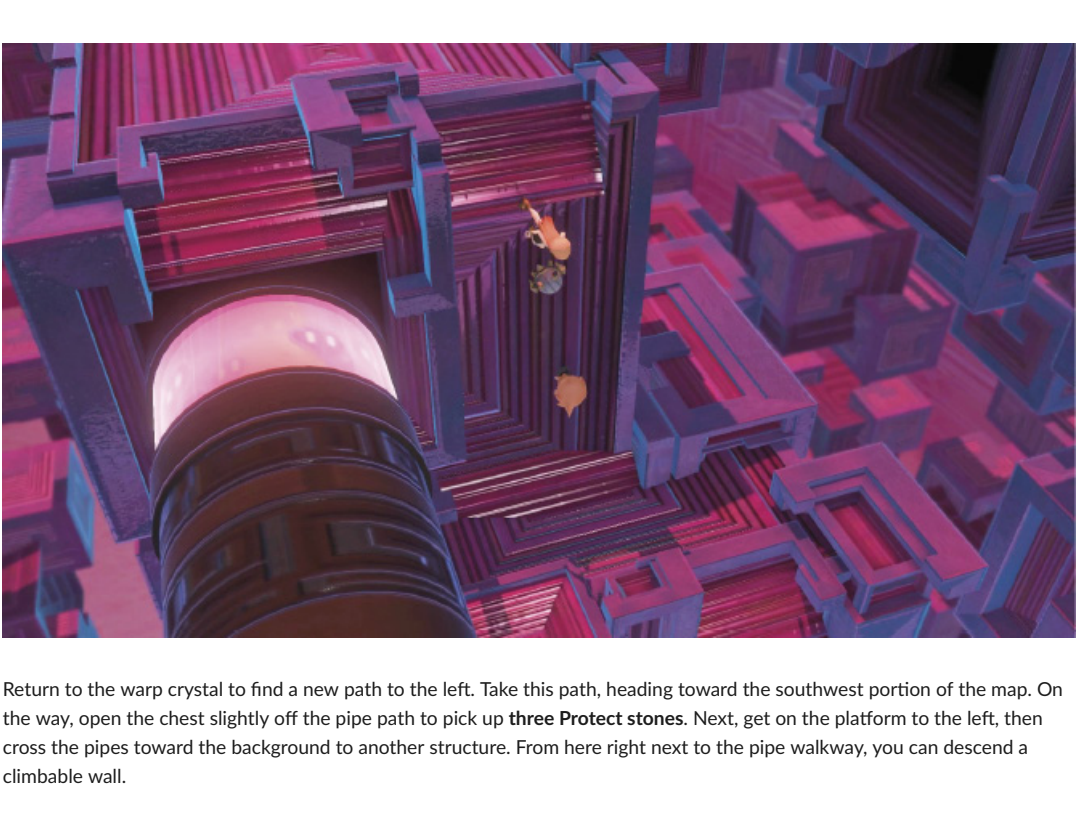


When you're ready to take on the next section, activate the checkpoint crystal at the entrance of Castle Exnine to warp to Ordeal 4. One of the main mechanics in this castle is an ongoing battle with the carbuncle, Ywain. Defeating these carbuncles displays portions of the map (revealing their illusions).

Climb up the nearby block structure from the warp crystal on Ordeal 4 to reach a carbuncle in the field. Approaching it initiates an encounter. Unfortunately, the carbuncle is unimprismable for now, so you must defeat it normally. It has about 5,700 HP and is weak to dark-based elements while being strong to light-based ones. You can make short work of it with abilities like Eclipse Bite (a dark-based elefenrir ability). However, carbuncles have a permanent Reflect buff on them, so don't bother casting spells on them. Fortunately, they aren't particularly resistant to physical attacks.

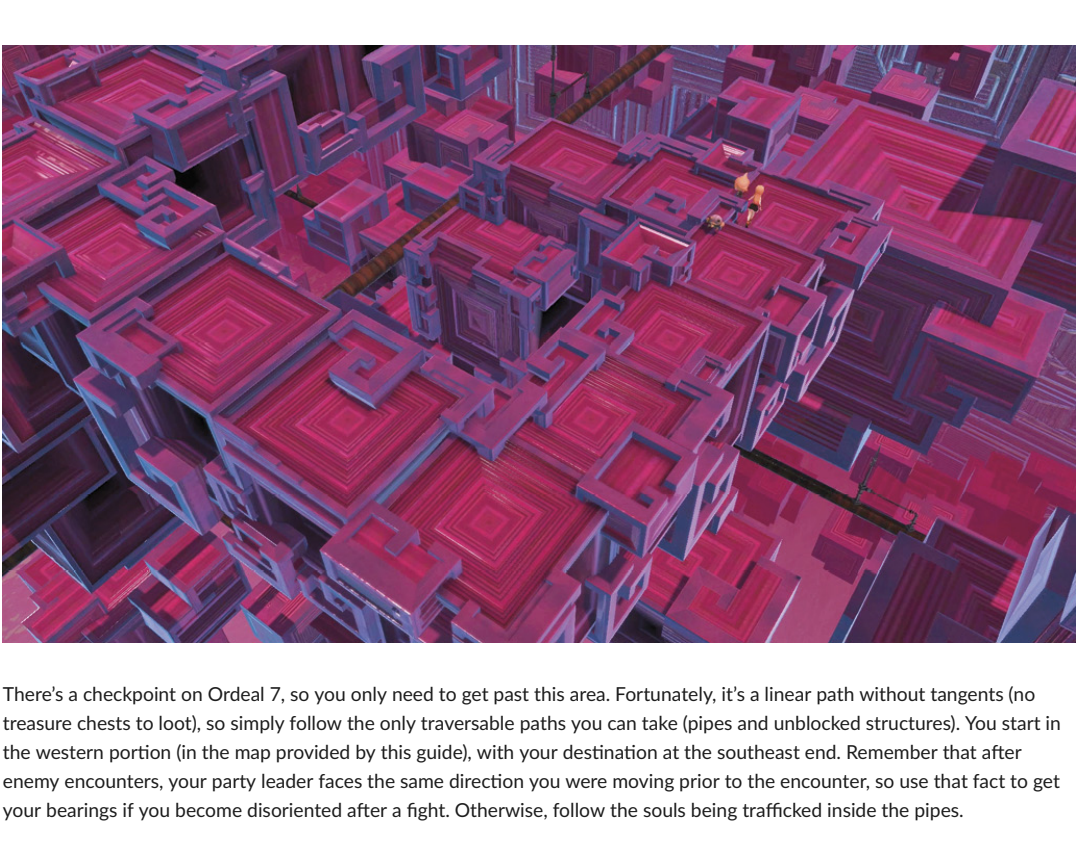


Aside from the spell-usage limitation, carbuncle encounters aren't too complicated, especially since they primarily use normal attacks to deal damage. Defeating this first carbuncle reveals a hidden section of the area, allowing you to traverse to the western portion of the map. But before you climb down this block, walk down the left side (behind where the carbuncle was) to open a hidden chest containing a **mega phoenix**.



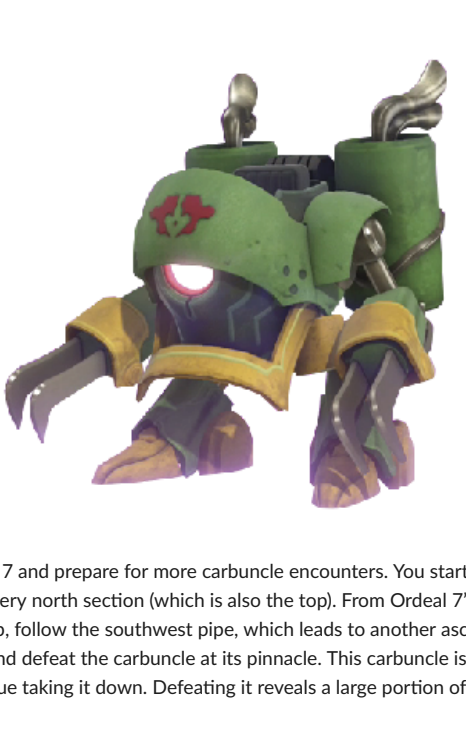
Return to the warp crystal to find a new path to the left. Take this path, heading toward the southwest portion of the map. On the way, open the chest slightly off the pipe path to pick up **three Protect stones**. Next, get on the platform to the left, then cross the pipes toward the background to another structure. From here right next to the pipe walkway, you can descend a climbable wall.

Down at the base of the area, there's a chest in the foreground on the pipe walkway. Open it for a **remedy+**, and then you can continue to the right and up the structure. Keep following this path until you enter Ordeal 5. Ordeal 5 is a much simpler area, especially with the camera being situated for a top-down view of most of the zone. Grab the **six wobblestoppers** to the southwest before looping around to the north and going down the pseudo-stairs to Ordeal 6.

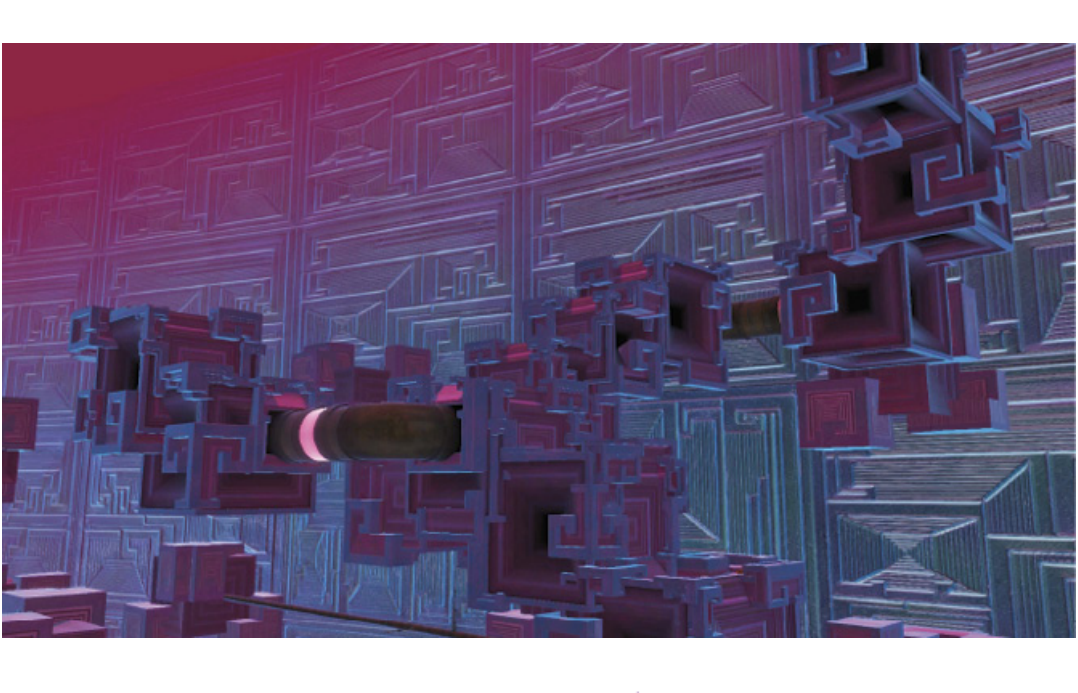


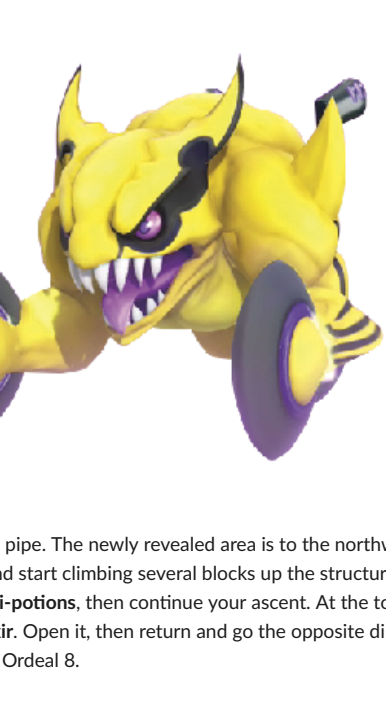
There's a checkpoint on Ordeal 7, so you only need to get past this area. Fortunately, it's a linear path without tangents (no treasure chests to loot), so simply follow the only traversable paths you can take (pipes and unblocked structures). You start in the western portion (in the map provided by this guide), with your destination at the southeast end. Remember that after enemy encounters, your party leader faces the same direction you were moving prior to the encounter, so use that fact to get your bearings if you become disoriented after a fight. Otherwise, follow the souls being trafficked inside the pipes.

When you get to Castle Exnine—Ordeal 7, save your progress at the Save Crystal, and activate the nearby warp crystal to return to the first floor. If you need to resupply at the Chocolatte Mart, now is a good time to head back to Nine Wood Hills to do so. Additionally, you can prepare for an upcoming puzzle switch by bringing a combination of ice-based Mirages, like a bablizz and a paleberry king (or have a Seraphone handy).



Once you're ready, return to Ordeal 7 and prepare for more carbuncle encounters. You start at the southern section of the map, and your goal is to get to the very north section (which is also the top). From Ordeal 7's Save Crystal, climb to the top of the structure on your left. At the top, follow the southwest pipe, which leads to another ascending structure going northeast. Run up the walls of this structure, and defeat the carbuncle at its pinnacle. This carbuncle is identical to the one you fought before, so you shouldn't have an issue taking it down. Defeating it reveals a large portion of the map to the northwest.

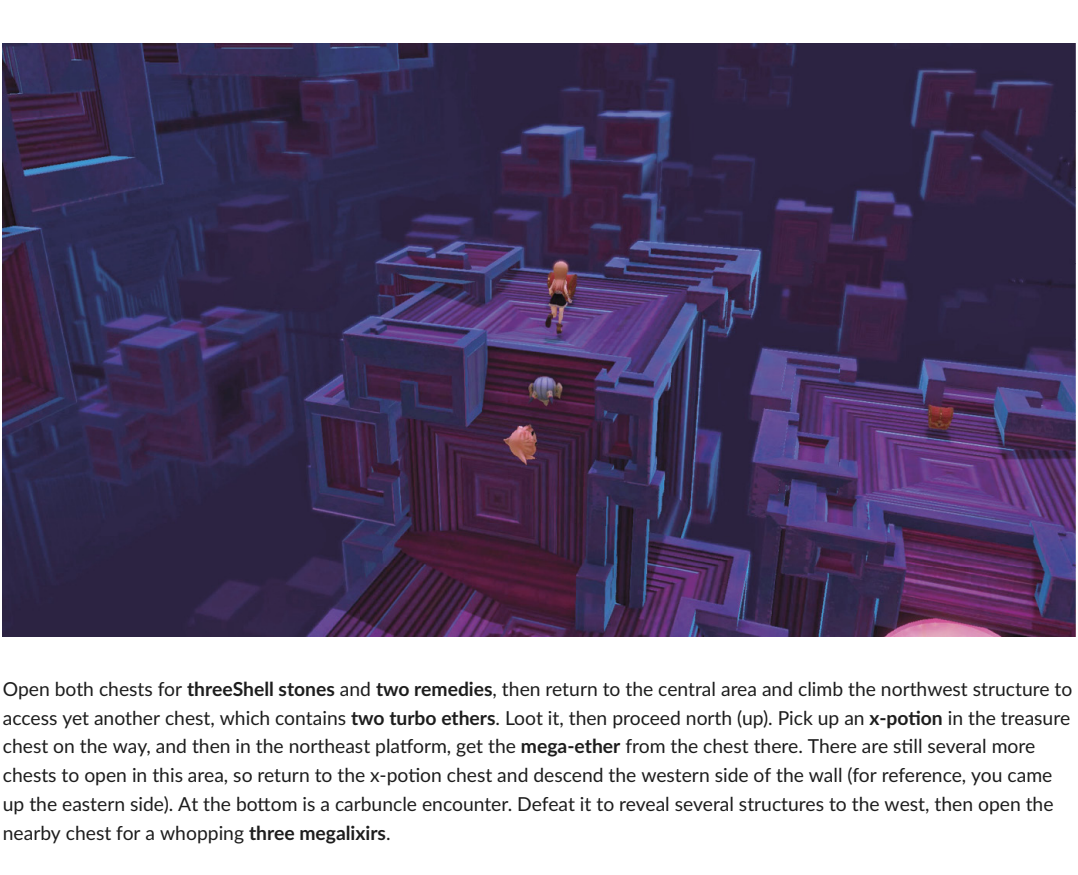




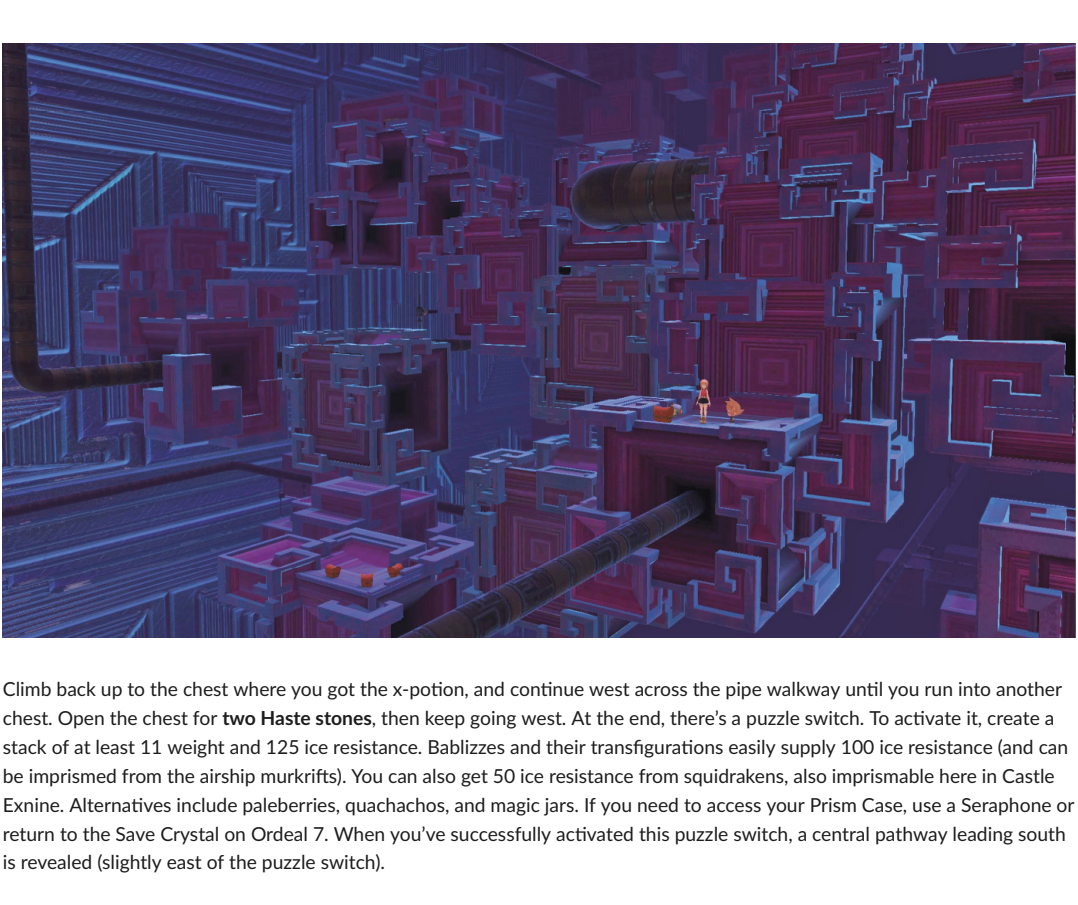
Descend two blocks, then clamber over a small pipe. The newly revealed area is to the northwest (toward the center of the map), so make your way across another pipe and start climbing several blocks up the structure until you reach a chest on one of the center blocks. Open the chest for **nine hi-potions**, then continue your ascent. At the top, take a left across a pipe walkway to another chest containing a **megalixir**. Open it, then return and go the opposite direction, to the northeast. Follow the path and keep climbing to eventually enter Ordeal 8.

There is a plethora of treasure chests to open on Ordeal 8, as well as a puzzle switch to activate.

In relation to the map provided, you begin at the south (and bottom) portion of the Ordeal 8. Go north until you reach a block with a chest on it. Pop it open for **six hi-ethers**, climb down, and continue two "blocks" over to the east, with a treasure chest in a dead end. Open the chest to obtain **two phoenix pinions**, and return back to the center structure. Climb up the wall here until you reach two platforms with treasure chests on them to the northeast.



Open both chests for **threeShell stones** and **two remedies**, then return to the central area and climb the northwest structure to access yet another chest, which contains **two turbo ethers**. Loot it, then proceed north (up). Pick up an **x-potion** in the treasure chest on the way, and then in the northeast platform, get the **mega-ether** from the chest there. There are still several more chests to open in this area, so return to the x-potion chest and descend the western side of the wall (for reference, you came up the eastern side). At the bottom is a carbuncle encounter. Defeat it to reveal several structures to the west, then open the nearby chest for a whopping **three megalixirs**.

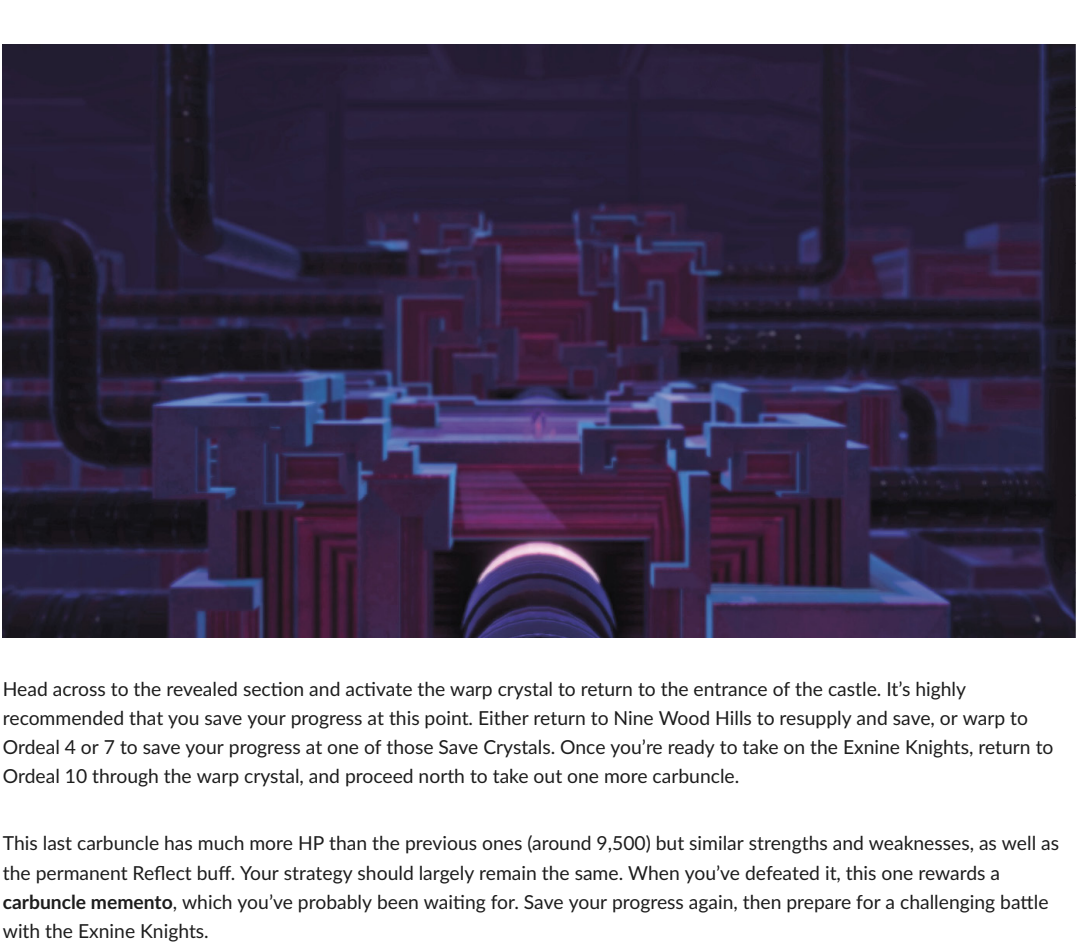


Climb back up to the chest where you got the x-potion, and continue west across the pipe walkway until you run into another chest. Open the chest for **two Haste stones**, then keep going west. At the end, there's a puzzle switch. To activate it, create a stack of at least 11 weight and 125 ice resistance. Bablizzes and their transfigurations easily supply 100 ice resistance (and can be imprismed from the airship murkrifts). You can also get 50 ice resistance from squidrakens, also imprismable here in Castle Exnine. Alternatives include paleberries, quachachos, and magic jars. If you need to access your Prism Case, use a Seraphone or return to the Save Crystal on Ordeal 7. When you've successfully activated this puzzle switch, a central pathway leading south is revealed (slightly east of the puzzle switch).

Climb all the way down to reap your rewards across three treasure chests: **twomega-potions**, **two remedies+**, and **two mega phoenixes**. Now that you've done and looted everything in the area, make your way back up. Get to Ordeal 9 by following the pipe leading north and upward (indicated by the glowing crystal souls).

The path here is linear, without treasure chests, so make your way to the western end of the map while fighting off Mirages in your way. Around the halfway point to your destination, a cutscene triggers that involves Tama warning of the dangers that lie ahead. It looks like you're close to the end... so continue climbing the structures on Ordeal 9.

The entrance to Ordeal 10 is across a pipe leading northwest. On Ordeal 10, a few carbuncles block your path to the topmost area. Defeat the first one in your way as you've done before. This reveals a hidden section nearby, along with a warp crystal.



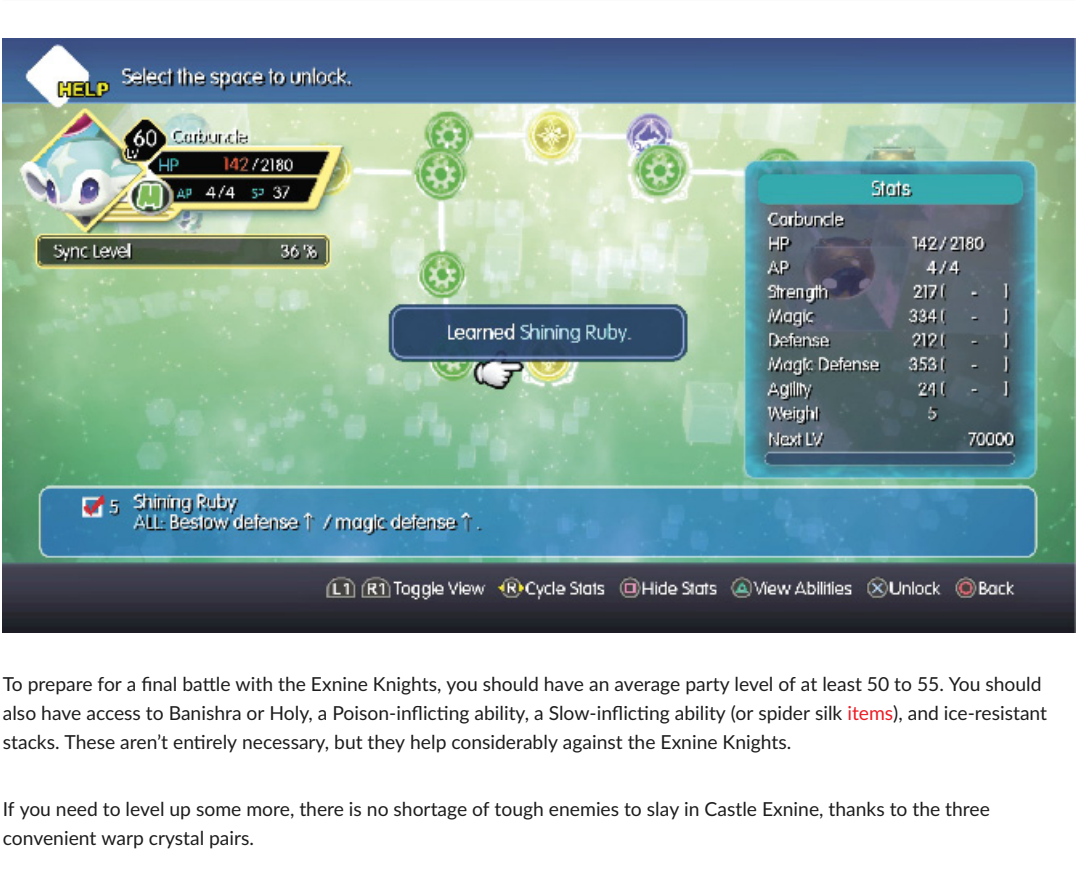
Head across to the revealed section and activate the warp crystal to return to the entrance of the castle. It's highly recommended that you save your progress at this point. Either return to Nine Wood Hills to resupply and save, or warp to Ordeal 4 or 7 to save your progress at one of those Save Crystals. Once you're ready to take on the Exnine Knights, return to Ordeal 10 through the warp crystal, and proceed north to take out one more carbuncle.

This last carbuncle has much more HP than the previous ones (around 9,500) but similar strengths and weaknesses, as well as the permanent Reflect buff. Your strategy should largely remain the same. When you've defeated it, this one rewards a **carbuncle memento**, which you've probably been waiting for. Save your progress again, then prepare for a challenging battle with the Exnine Knights.

CARBUNCLE'S RUBY

Carbuncles are excellent defense- and light-oriented Mirages that you should definitely keep one of. It's highly recommended that you obtain one as soon as you can; once you've obtained the carbuncle memento, unlock its transfiguration through a skull eater's Mirage Board.

Carbuncles have high magic defenses, as well as access to the Shining Ruby ability, which raises both defense and magic defense for all party members. Ruby Light is also useful in case you need to bestow a Reflect buff on all of your party members at once.



Select the space to unlock.

Learned Shining Ruby.

5 Shining Ruby
ALL: Bestow defense ↑ / magic defense ↑

To prepare for a final battle with the Exnine Knights, you should have an average party level of at least 50 to 55. You should also have access to Banishra or Holy, a Poison-inflicting ability, a Slow-inflicting ability (or spider silk items), and ice-resistant stacks. These aren't entirely necessary, but they help considerably against the Exnine Knights.

If you need to level up some more, there is no shortage of tough enemies to slay in Castle Exnine, thanks to the three convenient warp crystal pairs.

Once you're ready to face the knights, climb up the newly revealed portion of Ordeal 10 (behind the last carbuncle), and go through the door at the area's pinnacle to trigger a cutscene.

PARTY-BUILDING RECOMMENDATIONS

There are a couple of considerations to take in building your stacks in preparation for the upcoming boss encounters. These general party tips not only apply to the imminent final battle, but also to most of the trials faced after.

Your first priority in building your stacks is to have access to the Dispel ability from a mirajewel, an ability seed, or a Mirage (holy dragon). Enemies buffed with magic enhancements are a nightmare to fight, so being able to neutralize their buffs with a single cast is vital.

Second, ensure that you have access to Shell (preferably in the form of Shell stones) and/or any sort of Magic Defense boosts (like the carbuncle's Shining Ruby). Boosting your party's Magic Defense stat is one of the best ways to defend yourself from most Mirages at this point in the game, so it's a good idea to keep Shell stones on you at all times. Protect is occasionally useful, but it isn't as high of a priority; there are many more devastating magical threats than physical ones. While Protect and Shell stones cost money, it's generally better to use these items over casting them with AP because AP is such a precious resource in difficult battles.

Having Curaga (or at least Cura) is highly recommended, especially in one of your stacks with a high Magic rating or the Enhanced Cure passive. Alternatively, you can use a moogle's Forest Nocturne as your primary source of healing (which is also extremely efficient, although random). You can obtain a Curaga mirajewel in the secret area of the Sunken Temple. You can also unlock it through a Cura + Cura combination (alternatively, Cura + Forest Nocturne).

Finally, access to Haste is recommended for most difficult encounters. Since Haste stones aren't attainable through stores, your best bet is to have one of the twins equip a Haste mirajewel (unlocked on a fenrir's Mirage Board). Otherwise, you can provide the Haste buff to your stacks with either the Upshift ability (magna roader) or Stretch Legs (hyperion), if you want to dedicate a Mirage slot to one of these.

BOSS BATTLE: THE EXNINE KNIGHTS

KNIGHT IN THE GOLDEN MASK

HP	Size	Drops	Abilities
23159	L	Mega Phoenix	Magic Shield (ALL: Bestow Shell / magic defense ↑), Eerie Soundwave (SINGLE: Inflict neutral magical damage / Oblivion), Blast Wave (SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: High), Slash

Fire Resistance	Ice Resistance	Thunder Resistance	Wind Resistance	Water Resistance	Earth Resistance	Light Resistance	Dark Resistance
0	0	0	0	0	0	-50	50

Poison Resistance	Confuse Resistance	Sleep Resistance	Blind Resistance	Oblivion Resistance	Berserk Resistance	Slow Resistance	Death Resistance
0	100	100	100	100	100	100	100

PLUMED KNIGHT

HP	Size	Drops	Abilities
22930	L	Mega Phoenix	Freezing Dust (ALL: Inflict magical ice damage / Slow.), Thundara, Fira

Fire Resistance	Ice Resistance	Thunder Resistance	Wind Resistance	Water Resistance	Earth Resistance	Light Resistance	Dark Resistance
25	50	25	0	-50	0	0	-50

Poison Resistance	Confuse Resistance	Sleep Resistance	Blind Resistance	Oblivion Resistance	Berserk Resistance	Slow Resistance	Death Resistance
100	100	100	0	100	100	100	100

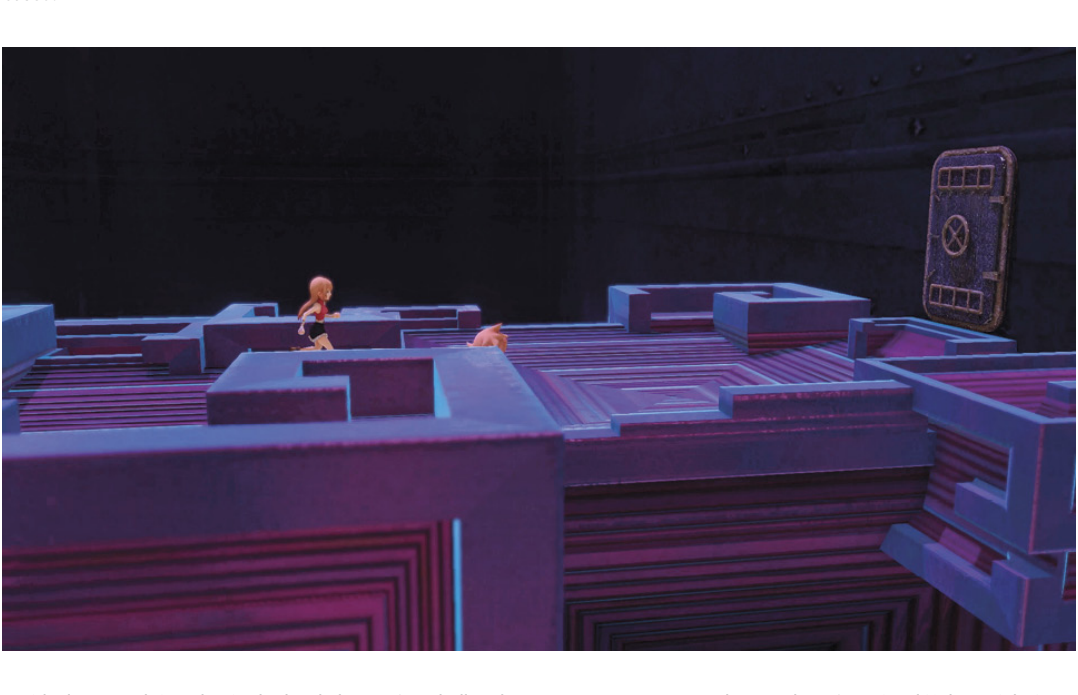
KING OF BAHAMUT

HP	Size	Drops	Abilities
23610	L	—	Impulse (ALL: Inflict neutral magical damage.), Quake, Blizzaga, Aeroga, Abyss, Dispelga

Fire Resistance	Ice Resistance	Thunder Resistance	Wind Resistance	Water Resistance	Earth Resistance	Light Resistance	Dark Resistance
0	0	0	0	0	0	0	0

Poison Resistance	Confuse Resistance	Sleep Resistance	Blind Resistance	Oblivion Resistance	Berserk Resistance	Slow Resistance	Death Resistance
100	100	100	100	100	100	0	100

Like most epic Final Fantasy final battles, you must defeat multiple bosses. The first encounter is with the Plumed Knight and Segwarides, the Knight in the Golden Mask. Unlike many of the bosses in World of Final Fantasy, these two have definite weaknesses. The Plumed Knight is vulnerable to dark and water elements, whereas the Knight in the Golden Mask is vulnerable to light. Additionally, they have specific ailment weaknesses: the Knight in the Golden Mask can be poisoned, and the Plumed Knight can be blinded. Blinding the Plumed Knight isn't that effective, though, since many of her attacks are spell-based.



An ideal approach is to begin the battle by casting Shell and Haste on your party members and casting Dispel if the Knight in the Golden Mask casts Magic Shield (enemy party-wide Shell). Then, start nailing the enemy with their weaknesses. If your stack can cast Holy or Banishra, use it on the Golden Knight. If you have access to Eclipse Bite, Watera, or Abyss, use it on the Plumed Knight. The two knights have similar HP totals, around 23,000 each. Alternatively, you can focus one down early on with the help of a Mega Mirage or a Champion Medal (which you should have a complete collection of, considering all of the arma gems rewarded by defeating the carbuncles). The Plumed Knight has an ALL-targeting ice ability called Deep Freeze, but the Knight in the Golden Mask can inflict an annoying Oblivion effect (use Rememb Herbs immediately!). Ideally, you should focus down the enemy whose vulnerability you can take advantage of most.

Freezing Dust

5426
3
6669
5

Once you've taken out one of the knights, the rest of the battle should be manageable as long as you're healing up appropriately. There aren't any particularly devastating attacks in the knights' repertoire, so keep it up until you're victorious. It's advisable to heal up and restore any missing HP and AP before you finish off the remaining knight, since there's another battle ahead.

Defeating the two knights triggers a cutscene disclosing the Mirage Keepers' tragic secret...

However, there's no time for grieving, as Brandelis interrupts the twins for a final confrontation.

Brandelis

I am the conqueror of all A-Worlds. And their destroyer!

This encounter with Brandelis is similar to when you fought him in the Crystal Tower. He's not vulnerable or strong to any particular element, but he's very susceptible to the Slow effect. Hopefully, you've brought a Slow-inflicting ability or several spider silks as suggested.

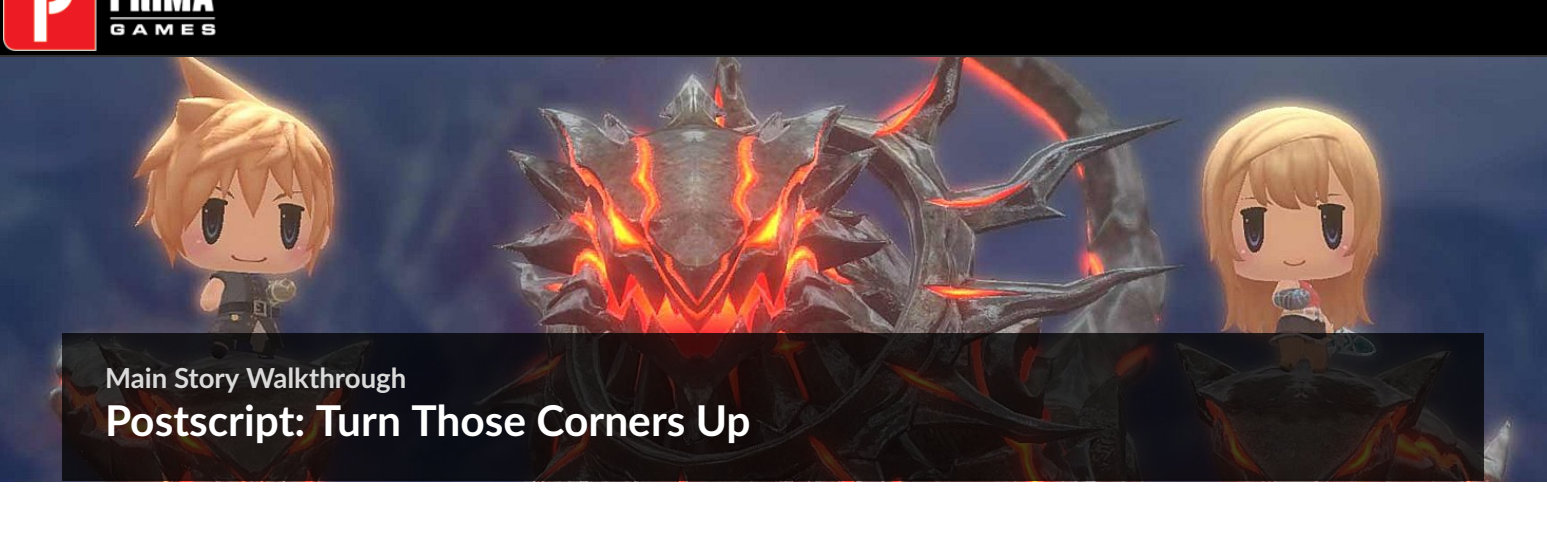
Start the battle by slowing him while buffing your own party with Haste and Shell (although Brandelis can dispel these with Dispelga). While it may seem like a pointless endeavor, magically enhancing your party is still effective because it essentially ties up one of Brandelis's turns, since he has to commit it to casting Dispelga.

Resist
858
1143
1378
9
2418
5

His arsenal includes the ALL-targeting versions of elemental-based spells (like Quake and Aeroga), so you can't practically prepare your elemental resistances ahead of time. As long as you have Shell on or are ready to heal up with Curaga or a hi-potion, you shouldn't be in danger of dying. Keep Brandelis slowed while hammering him with your most powerful attacks. To maintain your offensive pressure, don't skimp on the hi-ether usage, either. If he hits your party with Quake, be sure to use wobblestoppers to relieve the wobbling effect. The situation can go south quickly if he successfully topples your stacks and follows it up with a "–ga" spell, so don't get complacent! Use your restorative Champion Medals if you need to (Yuna's is extremely useful for recovering HP while raising party members at the same time).

You must also be wary of his devastating Impulse attack and its ability to deal around 3,000 magic damage instantly. If you have a turn to spare, consider keeping Shell on your allies (although slowing down Brandelis is also a priority).

Eventually, the two Mirage Keepers should be able to overwhelm the king of Bahamut with their abilities, putting an end to him for good. Congratulations on completing the main story! Of course, make sure to watch the following cutscene and closing credits completely, then save your progress when prompted...



Main Story Walkthrough

Postscript: Turn Those Corners Up

The story continues with Reynn and Lann being gifted another chance, thanks to the sacrifice of a mysterious—yet familiar—fox. Lann's memories are derived from a new timeline, whereas Reynn has a complete recollection of the somber events that transpired in the previous one on Castle Exnine. This motivates her to try even harder and become even more powerful in order to stop history from repeating itself.

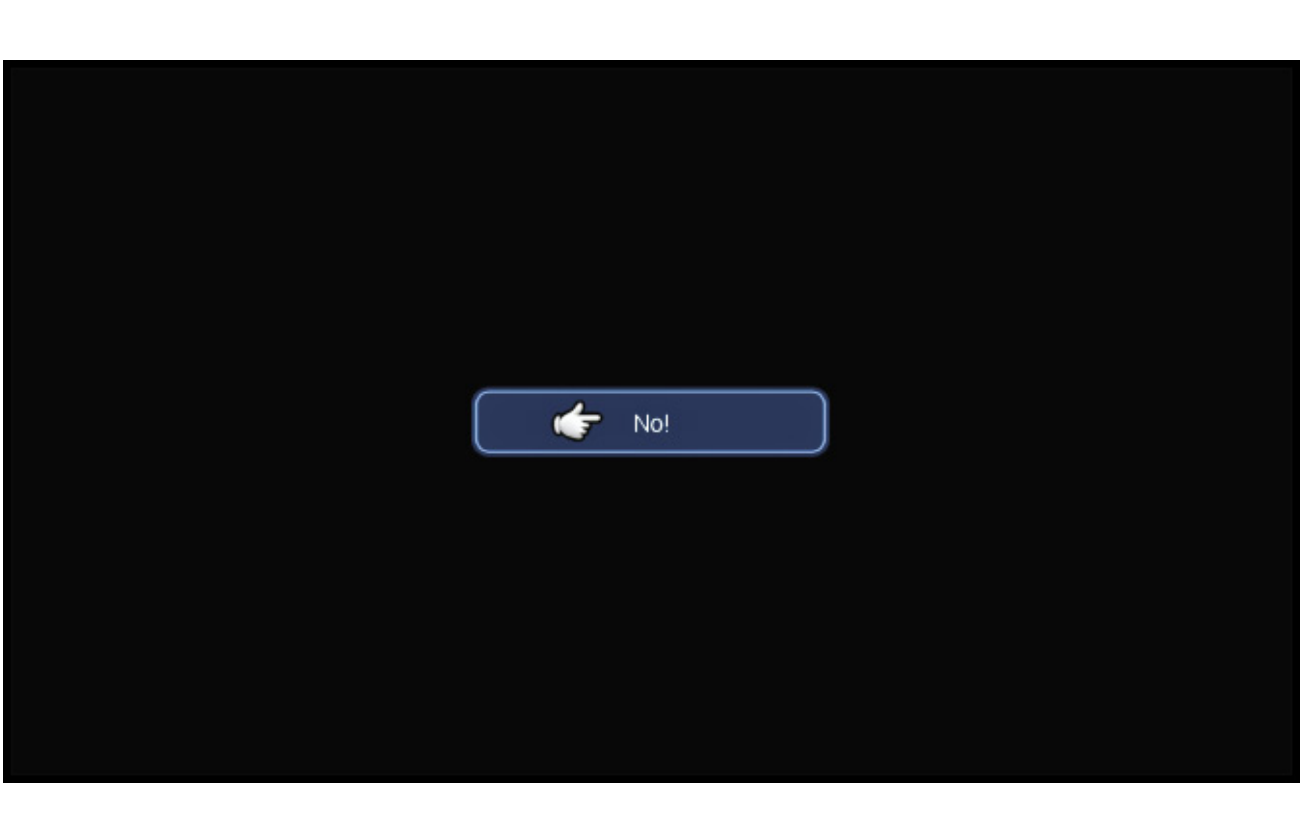
Action Checklist
1. Load your "complete" save file
2. Talk to Hauyn in Balamb Garden
3. Talk to Serafie and check her Rumor Radar
4. Imprism Ifrit ★, Shiva ★, and Ramuh ★ through their Coliseum battles
5. Complete Pleiad Intervention Quests
6. Banish the Exnine Knights

CHOCOLATTE MART—NEW WARES

Items	Price
Firaga Seed	50000
Blizzaga Seed	50000
Thundaga Seed	50000
Waterga Seed	50000
Aeroga Seed	50000
Banishra Seed	30000
Curaga Seed	50000
Balancega Seed	50000

SECOND CHANCES

Upon pressing a button from the title screen with a "completed" save file, you're presented with a button prompt that allows you to alter history by denying the tragic events on Castle Exnine (thanks to a certain Girl).



Girl Who Forgot Her Name
Life sacrifice acknowledged.
Now time shall be threaded anew.

The new timeline starts off before the twins climb the Chainroad. Tama is nowhere to be found, and Serafie has replaced her as the twins' helpful companion.

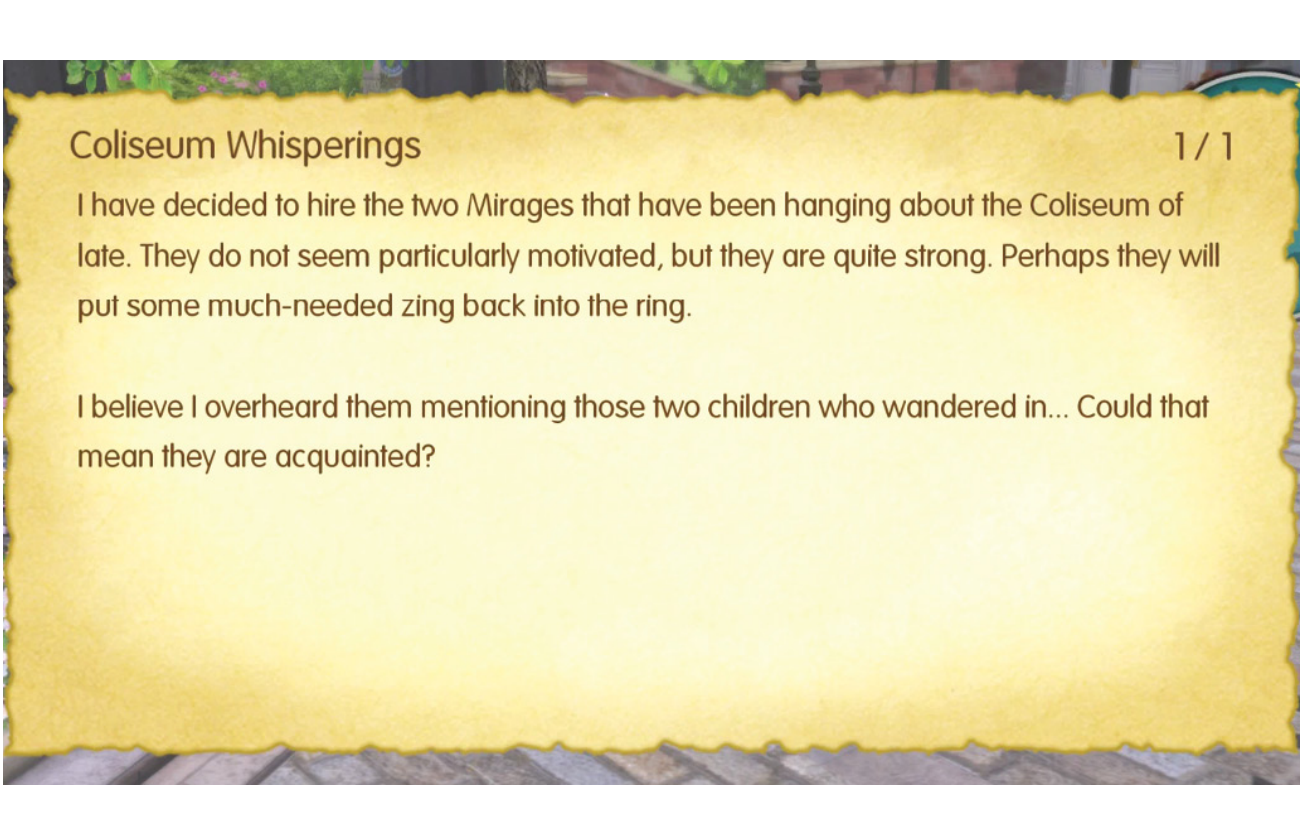
Serafie
Wait, I think I've got it.
Could it be short for "Tamamohimé"?

Reynn convinces Lann that they need to abort their current mission of climbing the Chainroad and repeating the events on Castle Exnine. You assume control of the party aboard Balamb Garden. Your next objective is to meet with Hauyn on the Balamb Garden Deck. Enter the deck to view a cutscene between the twins and their sister, who are devising a plan to use the Ultima Gate in order to banish the Exnine Knights. However, they'll need all the help they can get, including Hauyn and the other summoners. After the cutscene, you're free to return to Nine Wood Hills. New wares are available at the Chocolatte Mart, too, including the "–ga" series of seeds. Banishra and Curaga are particularly useful even if you already have the Curaga mirajewel, since it lets you free up one of your valuable mirajewel slots.

THE PLEIAD

Returning to Plaza 99 in the Nine Wood Hills triggers a cutscene with Reynn mentioning the Pleiad. She deduces that there are four other powerful Mirages similar to Ifrit ★, Shiva ★, and Ramuh ★, making up a total of seven entities known as the Pleiad. Reynn and Lann agree to find and recruit these seven before they can execute their plan against the Exnine Knights.

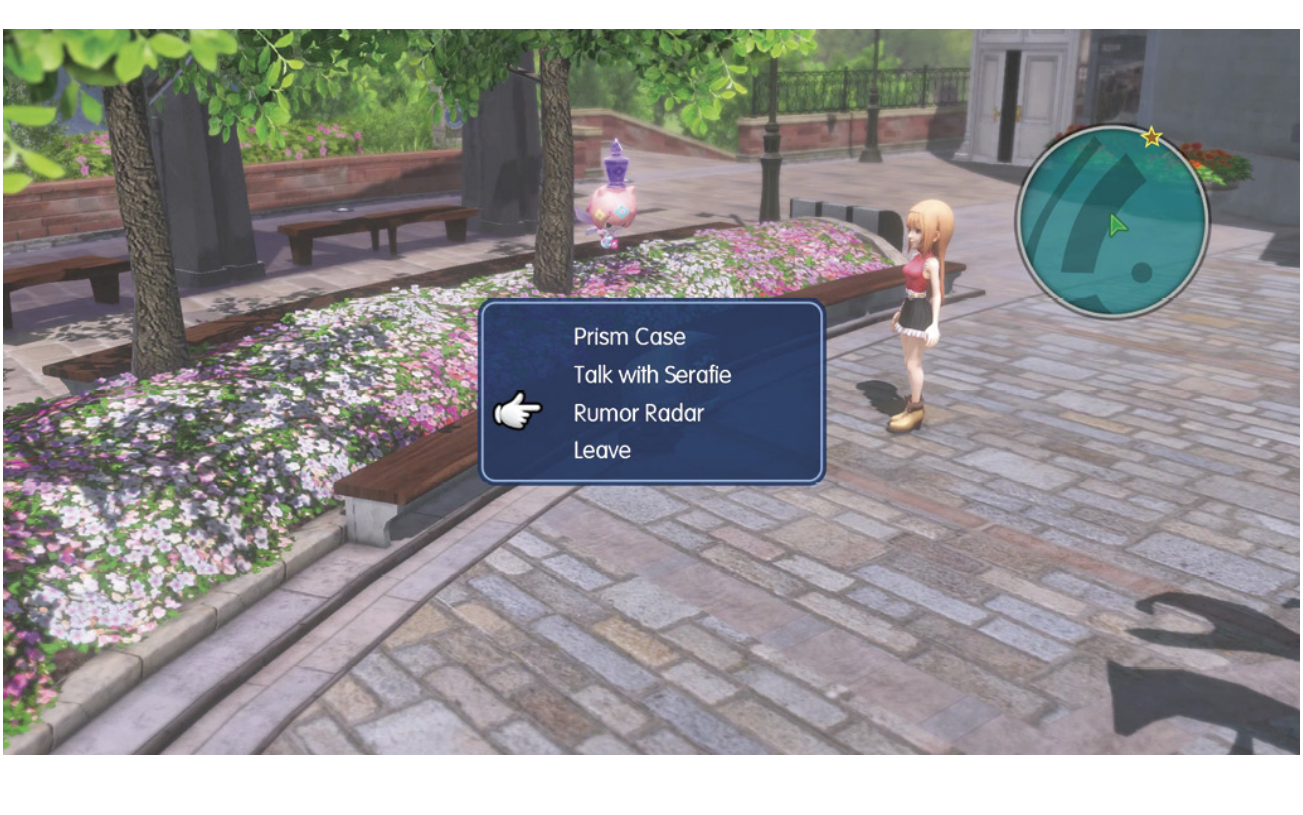
Next, talk to Serafie, who confirms that she's (obliviously) taking on the duties of the alternate timeline's Tama. In addition to her Prism Case duties, she also has new Rumor Radar headlines for you to check out. Read these for clues on potential quests to undertake. For instance, if you haven't faced Ifrit ★ or Shiva ★ in the Coliseum yet, she has a rumor for you to check out there.



Coliseum Whisperings 1 / 1

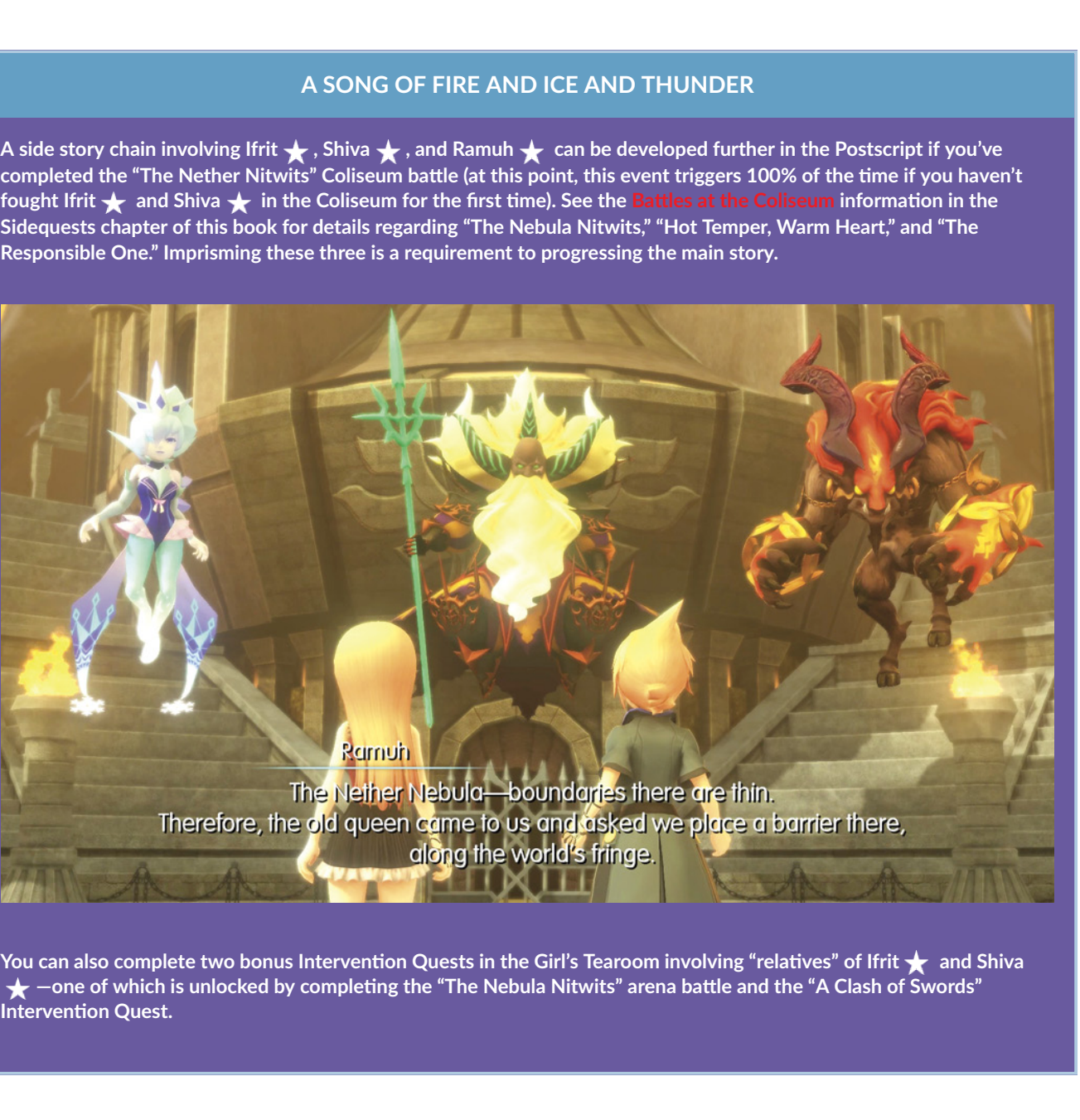
I have decided to hire the two Mirages that have been hanging about the Coliseum of late. They do not seem particularly motivated, but they are quite strong. Perhaps they will put some much-needed zing back into the ring.

I believe I overheard them mentioning those two children who wandered in... Could that mean they are acquainted?



A SONG OF FIRE AND ICE AND THUNDER

A side story chain involving Ifrit ★, Shiva ★, and Ramuh ★ can be developed further in the Postscript if you've completed the "The Nether Nitwits" Coliseum battle (at this point, this event triggers 100% of the time if you haven't fought Ifrit ★ and Shiva ★ in the Coliseum for the first time). See the Battles at the Coliseum information in the Sidequests chapter of this book for details regarding "The Nebula Nitwits," "Hot Temper, Warm Heart," and "The Responsible One." Imprisming these three is a requirement to progressing the main story.


Ramuh
The Nether Nebula—boundaries there are thin.
Therefore, the old queen came to us and asked we place a barrier there,
along the world's fringe.

You can also complete two bonus Intervention Quests in the Girl's Tearoom involving "relatives" of Ifrit ★ and Shiva ★—one of which is unlocked by completing the "The Nebula Nitwits" arena battle and the "A Clash of Swords" Intervention Quest.

The other four Rumor Radar reports each coincide with a required Intervention Quest that must be completed before the confrontation with Brandelis and his lieutenants. You can complete these in any order, but some are much more difficult than the others if you're not prepared properly.

Based on average party level, the recommended order of completion for this group of Intervention Quests is:

1. Ancestral Acrimony (Leviathan ★)
2. When the Past Still Haunts (Diabolos ★)
3. A Clash of Swords (Odin ★)
4. The Demon Dyad Revealed (Bahamut ★)

LEVELING AREAS

Since Castle Exnine is inaccessible for now, your options for fighting high-level enemies are a bit limited.

If you need an area to find strong enemies to defeat so you can level up your Mirages quickly for the difficult Pleiad battles ahead, you can wander around the Chainroad. You can access Ascent 6 by warping to the Ends of Grymoire, then using the device at the bottom chain to teleport to the Chainroad. These groups of enemies reward around 20,000 to 70,000 EXP per encounter.

An alternate source of EXP you can tap in to comes from hunting down the Level 60 murkrifts in your airship if you haven't already. These are a good source of EXP but unfortunately do not respawn.

Of course, you can also use this time to take a breather, visiting areas and imprisming Mirages that you haven't added to your collection yet. Mako Reactor 0's Secret Sector contains a high-level cactuar encounter you might be interested in—winning the encounter rewards over 91,000 EXP!

ANCESTRAL ACRIMONY—LEVIATHAN ★

HP	Size	Drops	Abilities
68640	XL	Water Spellstone	Aqua Spikes, Tsunami (ALL: Inflict water magic damage.), Tidal Wave (ALL: Inflict water magic damage.), Reaper (ALL: Inflict physical water damage.)

Fire Resistance	Ice Resistance	Thunder Resistance	Wind Resistance	Water Resistance	Earth Resistance	Light Resistance	Dark Resistance
50	50	-150	0	150	0	-50	-50

Poison Resistance	Confuse Resistance	Sleep Resistance	Blind Resistance	Oblivion Resistance	Berserk Resistance	Slow Resistance	Death Resistance
100	100	100	100	100	100	100	100

The "Ancestral Acrimony" Intervention Quest is the least demanding of the four requisite quests and can be comfortably completed with an average party level of around 50 to 55. While Leviathan ★ is the least threatening out of the four Pleiad encounters, she can still dish out a large amount of damage, especially if your party includes fire-based Mirages (which generally adds a weakness to water to your stack). Building an entirely water-absorbing stack (such as with a kraken and a water toad) can make this encounter somewhat trivial as the stack will soak up and heal almost all of Leviathan ★'s damage.

All of her special attacks target all of your party members, and of course, she specializes in water-based spells like Tsunami and Tidal Wave. Having some water resistance and access to an ALL healing spell like Curaga is vital.

She casts Tidal Wave every 11th turn, so be ready to take on a large amount of water damage as the battle proceeds. A strong strategy against her is to count her turns: before she casts Tidal Wave on the 11th turn, ensure that all of your stacks are healed up fully and buffed with the Shell enhancement. You can use the Defend command if you want to further mitigate this damage, but that shouldn't be necessary in most cases.

As long as you can stabilize after a Tidal Wave, you should be able to withstand her follow-up offense. As with most sea monsters in the Final Fantasy universe, she's extremely vulnerable to thunder. Consequently, having Thunder or Thundara can make the encounter much more manageable, as you should be able to take her down before she casts a second Tidal Wave. If you have access to a ramewl Mirage, you can deal a massive amount of thunder damage with her Heaven's Wrath attack.

Upon completing this quest, you're rewarded with the **Leviathan ★ prismarium** and **Girl's Diary, Entry 9**.

5440
1
6046
8

WHEN THE PAST STILL HAUNTS—DIABOLOS ★

HP	Size	Drops	Abilities
First: 38004 Second: 69170	XL	Remedy+	Nightmare (ALL: Inflict Sleep. Ignores resistance.), Sleep, Poison Nails (Poison), Dark, Gravija (ALL: Eliminate 1/4 of the target's remaining HP.)

Fire Resistance	Ice Resistance	Thunder Resistance	Wind Resistance	Water Resistance	Earth Resistance	Light Resistance	Dark Resistance
0	0	0	0	0	0	-100	100

Poison Resistance	Confuse Resistance	Sleep Resistance	Blind Resistance	Oblivion Resistance	Berserk Resistance	Slow Resistance	Death Resistance
100	100	100	100	100	100	100	100

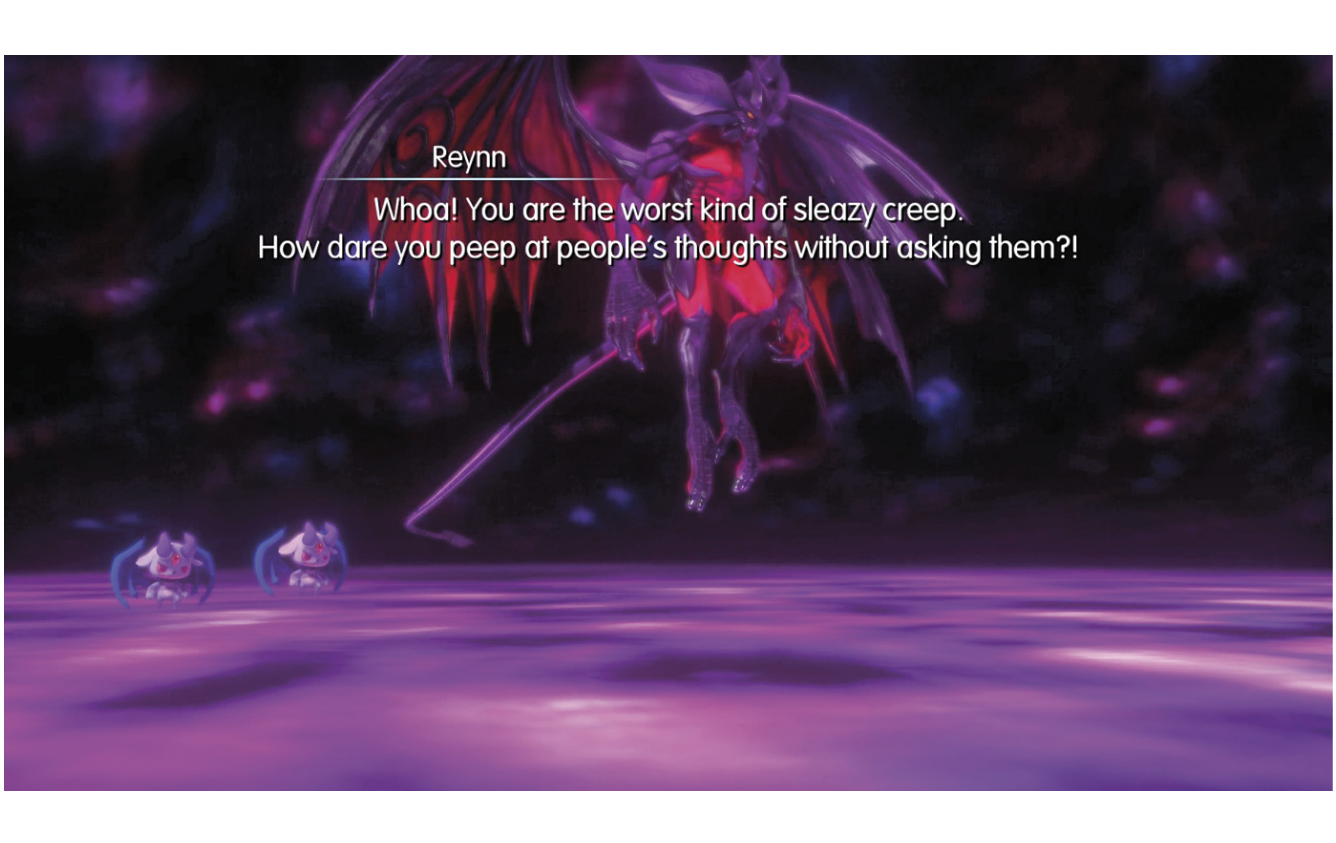
Diabolos
You *know* why I've come.
A servant of demons has no purpose but this...

This Intervention Quest consists of two encounters with Diabolos ★. In the first encounter, Diabolos ★ fights alone, has around 38,000 HP, and isn't too much of a threat. In the second encounter, his HP increases to around 70,000, and he brings two imps to fight alongside him. Your average party level for this encounter should be around 55. Make sure to bring plenty of antidotes and eye drops, too.

Diabolos ★ primarily attacks with Dark, Poison Nails, Sleep (single target), or Nightmare (all party members). While Diabolos ★ is weak to light, he has exceptionally high magic defense, so even Holy and Banishra won't deal much damage if your Magic rating is relatively low. Focus on physical attacks instead while ensuring that your party members receive eye drops when blinded. Heavenly Wrath (used by holy dragon) is a particularly powerful attack here since it's a light-based physical attack.

Diabolos ★'s Sleep-inflicting abilities can be a nuisance, so bringing pick-me-ups is highly recommended (and preferable to attacking your own party members!). Additionally, you can trivialize both Nightmare and Sleep if you have access to a nightmare Mirage (obtained in the Train Graveyard—Secret Necropolis). This aptly named Mirage comes with 100 Sleep resistance, making it a highly effective Mirage against the Sleep spell. More importantly, you can unlock a Resist Sleep mirajewel on the nightmare's Mirage Board, granting **full immunity** to Sleep (which differs from having a 100 Sleep resistance rating).

For instance, Diabolos ★'s Nightmare ability is extremely potent and is guaranteed to sleep its targets unless that stack is fully immune, which means that having even 100 Sleep resistance won't deter the effect. However, having the Resist Sleep mirajewel equipped on one of the twins does ensure resistance to Nightmare's effect. This allows at least one of your stacks to keep consciousness in order to use a pick-me-up on the slept stack. An alternate method of obtaining Sleep immunity is by placing a Resist Sleep seed into one of your Mirage's Blank Spaces. Resist Sleep seed is a reward from the Coliseum battle, "Team Red 2" (LV. 44).


Reynn
Whoa! You are the worst kind of sleazy creep.
How dare you peep at people's thoughts without asking them?!

The only thing left to worry about from Diabolos ★ is his Poison effect, which you can easily remedy with antidotes or simply heal through.

The second battle with Diabolos ★ is a bit more difficult than the first. He invites two friends to fight you and has much more HP. Focus the two imps down first (they only have around 5,000 HP each), as Diabolos ★ does not resummon them. He also gains the Gravija spell, but it's not much more powerful than most boss attacks since it's limited to dealing only a quarter of your current HP (so it can never be a finishing blow).

If you have the Gravity spell available (from a nightmare Mirage, for instance), you can cast it to inflict around 17,000 damage to Diabolos ★. Otherwise, continue beating him down with physical attacks and use eye drops when necessary.

Defeating Diabolos ★ rewards you with the **Diabolos ★ prismarium** and **Girl's Diary, Entry 8**.

A CLASH OF SWORDS—ODIN ★

HP	Size	Drops	Abilities
73120	XL	Elixir	Double Cut, Zantetsuken (ALL: Inflict Death. Ignores resistance.), Gungnir (ALL: Inflict physical damage.), Slash

Fire Resistance	Ice Resistance	Thunder Resistance	Wind Resistance	Water Resistance	Earth Resistance	Light Resistance	Dark Resistance
25	25	-200	25	25	0	50	50

Poison Resistance	Confuse Resistance	Sleep Resistance	Blind Resistance	Oblivion Resistance	Berserk Resistance	Slow Resistance	Death Resistance
100	100	100	100	100	100	100	100

Odin
If they expired without a struggle,
that attests to their dearth of skill and not my lack of honor.

Odin ★ is a particularly dangerous foe and requires preparation to defeat. Your average party level for this encounter should be around 55 to 60. On top of the following considerations, you should also have access to Protect, as Odin ★'s primary source of damage is physical.

As seen in the cutscene preceding the encounter, Odin ★ is extremely vulnerable to thunder, with a thunder resistance of -200! Naturally, you should set up your stacks to have powerful thunder-based attacks like Heaven's Wrath (a ramewl attack, not to be confused with Heavenly Wrath). Thunder and Thundara, backed by Faith, are also extremely effective.

Now that you have his weakness covered and your damage output isn't an issue, there's another mechanic you must overcome—his iconic Zantetsuken attack. This attack instantly kills everyone in your party, even if you manage to raise your Death resistance to 100 (so that strategy goes out the window).

Fortunately, there are other ways around this. You can either bring a Mirage with the Last Stand ability (which prevents Death once per encounter), or you can summon a Mega Mirage to soak up Zantetsuken. The trick is that Odin ★ only performs Zantetsuken every 11th turn (like Leviathan ★'s Tidal Wave). So fight Odin ★ as you would normally, but also count his turns. Around his ninth or tenth turn, summon your Mega Mirage and let him "waste" his Zantetsuken turn on the summoned Mirage. This essentially gives you an 11th-turn clock to finish him off (which you should be able to do if you have access to thunder-based attacks).

Of course, an alternate method of dealing with Zantetsuken is to outright defeat him before his 11th turn. The Gravity spell, coupled with Lightning spellstones and Haste buffs, can accomplish this task effectively. If you have both Ramewl ★ and a ramewl Mirage leveled up to around 60 with Heaven's Wrath unlocked for both, you can decimate Odin in around four to five turns (long before he can use Zantetsuken).

Also, note that his attacks are mainly physical. If you're planning to fight him over a longer period of time, apply Protect or Evasion ↑ buffs to mitigate damage.

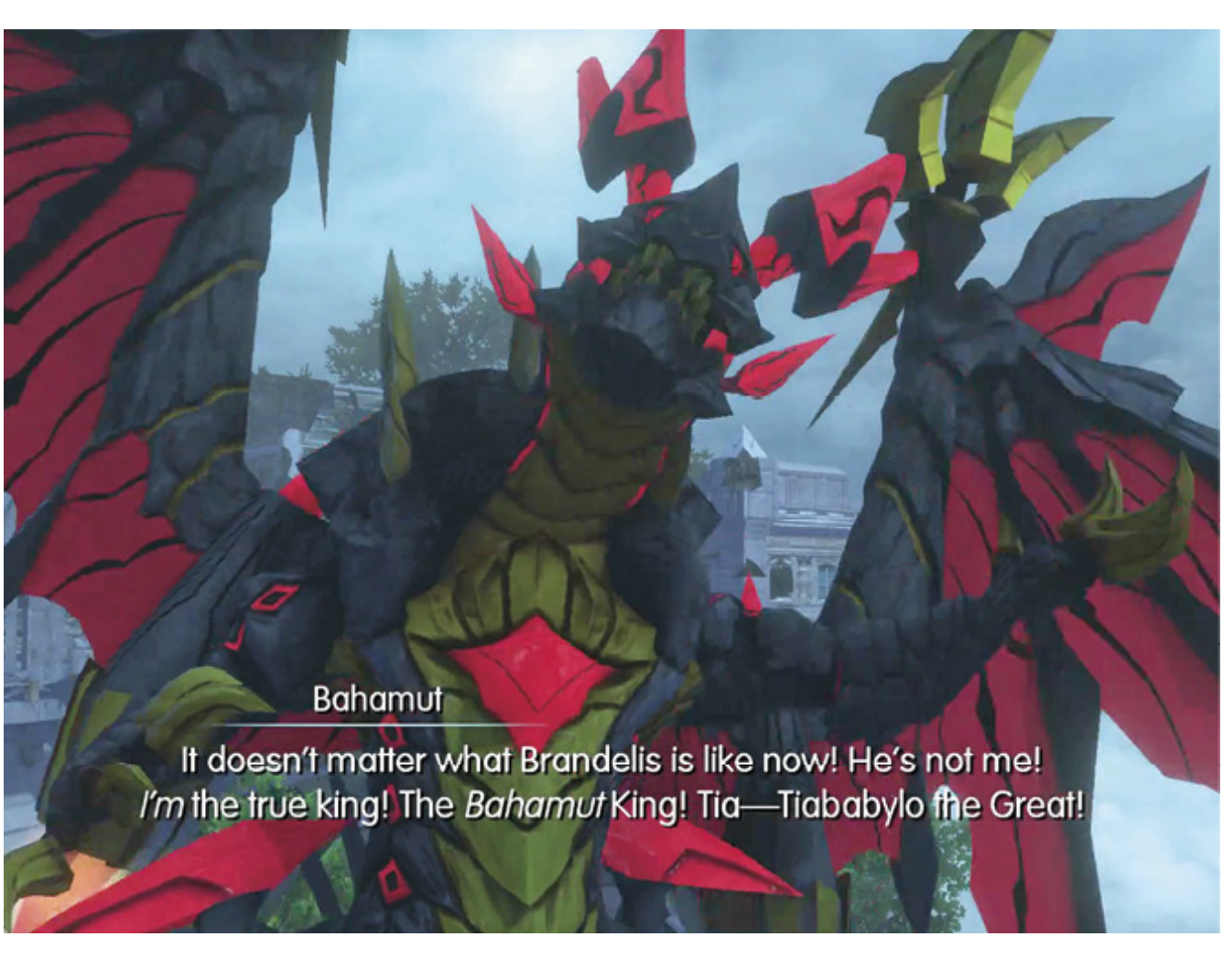
Defeating Odin ★ rewards you with the **Odin ★ prismarium** and **Girl's Diary, Entry 10**.

THE DEMON DYAD REVEALED—BAHAMUT ★

HP	Size	Drops	Abilities
148000	XL	Elixir	Megaflare (ALL: Inflict neutral magical damage.), Touchdown (ALL physical damage)

Fire Resistance	Ice Resistance	Thunder Resistance	Wind Resistance	Water Resistance	Earth Resistance	Light Resistance	Dark Resistance
25	25	25	25	25	25	-150	25

Poison Resistance	Confuse Resistance	Sleep Resistance	Blind Resistance	Oblivion Resistance	Berserk Resistance	Slow Resistance	Death Resistance
100	100	100	100	100	100	100	100


Bahamut
It doesn't matter what Brandelis is like now! He's not me!
I'm the true king! The *Bahamut* King! Tia—Tiababylo the Great!

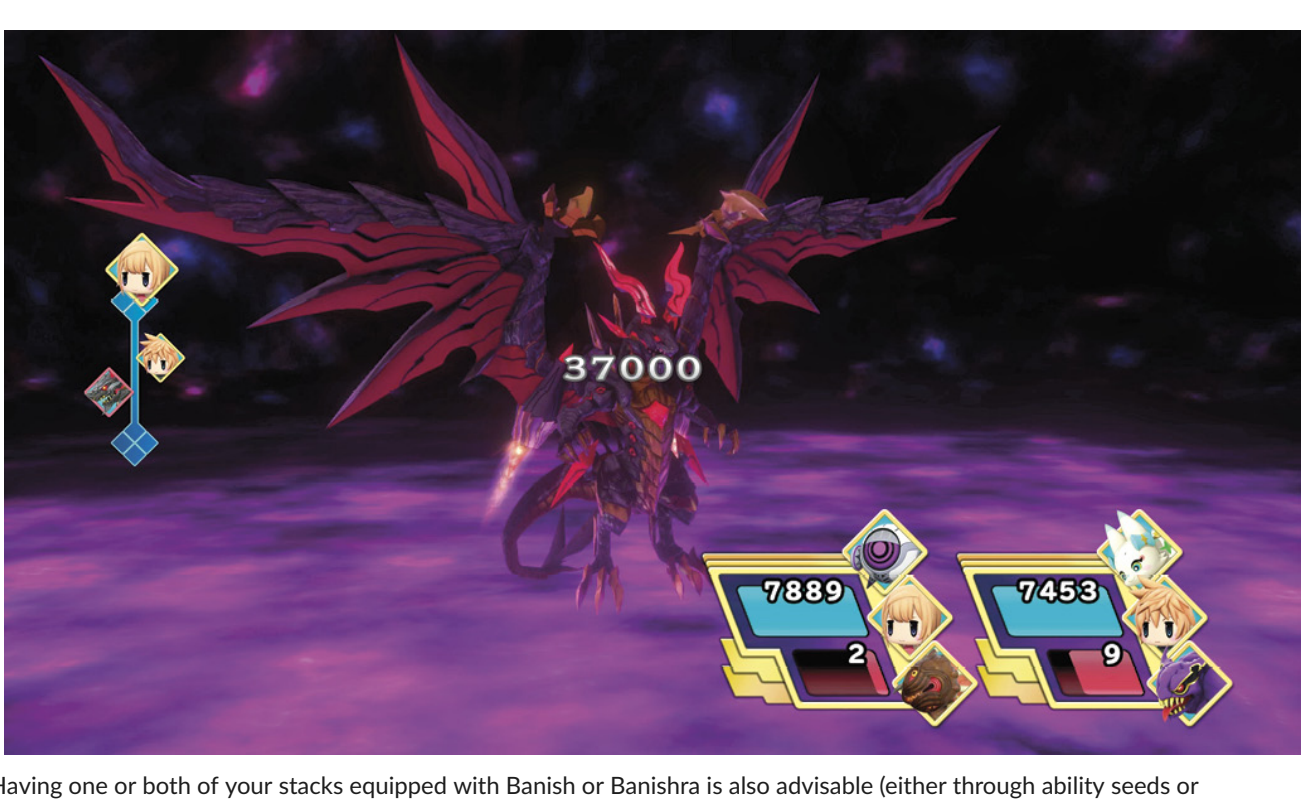
Before attempting Bahamut ★, it's highly recommended that your average party level is at least 60, and that you have access to Haste, Shell, Gravity, a potent healing ability like Forest Nocturne or Curaga, and plenty of wobblestoppers and hi-ethers. Carbuncles are extremely valuable for this encounter since their Shining Ruby ability bestows a Defense and Magic Defense boost that lasts for the entire encounter. The Regen spell is also useful here because this fight is largely about survival and conserving AP.

For defense against Bahamut ★'s Touchdown and normal physical attacks, you can either go with evasion-enhancing magic or Protect. Magna roaders and hyperions are extremely strong here, as they have abilities that bestow Haste and boost evasion at the same time, so consider forming an evasion-based party before tackling Bahamut ★. The Tidus Champion Medal is extremely valuable here, too, since its evasion-enhancing effect persists until death.

If you're going for a Protect-based defense, you can set up one stack with Wide Barrier (combine Cogna Mirages in one stack, such as entomb guard plus searcher).

For offense, Gravity is extremely efficient here because of Bahamut ★'s incredible amount of HP (since it can't miss, unlike in other Final Fantasy titles). The Gravity spell is accessible through death searcher and nightmare Mirages. Alternatively, you can use a sea worm or sand worm with the Gravity Counter passive ability (you can find these worms in the Crystal Tower's elemental chambers). Gravity Counter gives your party a chance to counter with the Gravity effect when attacked, making it one of the best ways to quickly defeat Bahamut ★. A sample party setup would be: a sand worm, Lilikin Reynn/Lann, and a chocochick for the first stack, with a second stack consisting of a sea worm, Lilikin Reynn/Lann, and a mu. Keep Regen on your party while dealing damage gradually with normal attacks, conserving your AP for healing and allowing Gravity Counter to obliterate Bahamut ★'s HP.

Gravity
7889
2
7453
9



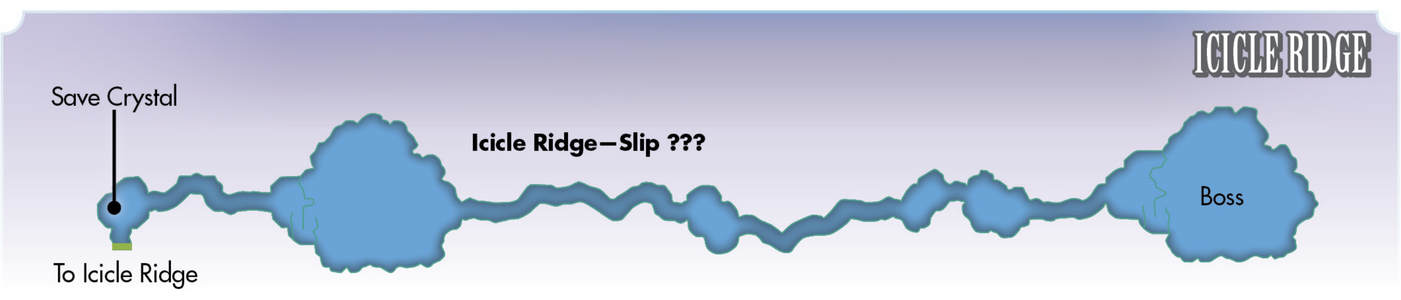
Having one or both of your stacks equipped with Banish or Banishra is also advisable (either through ability seeds or mirajewels). Bahamut ★ has an extraordinary amount of HP but is remarkably vulnerable to light-based magic. Since you want to conserve AP for healing and Gravity, you can forego using Holy for this fight. Bahamut ★'s high HP and defense can make this a particularly lengthy battle, especially if your party level is at the lower end of the spectrum and you aren't using a Gravity-based strategy.

Start the encounter by bestowing defensive enhancements on your party (aside from Shell). Your priority should be getting Haste and Evasion ↑ (or Protect) effects on your party first, then Regen if you have it. Then, start dealing damage with Gravity and Banish. When Bahamut ★ eventually starts counting down and preparing for his Megaflare attack (starting with the message "5"), prepare by healing your party. Around the "3" and "2" count, cast Shell on both of your party members. Additionally, you can mitigate further damage from Megaflare by issuing the Defend command after his "1" count or by summoning a Mega Mirage to take the hit. With Shell and Defend, you can mitigate Megaflare damage down to less than 1,000.

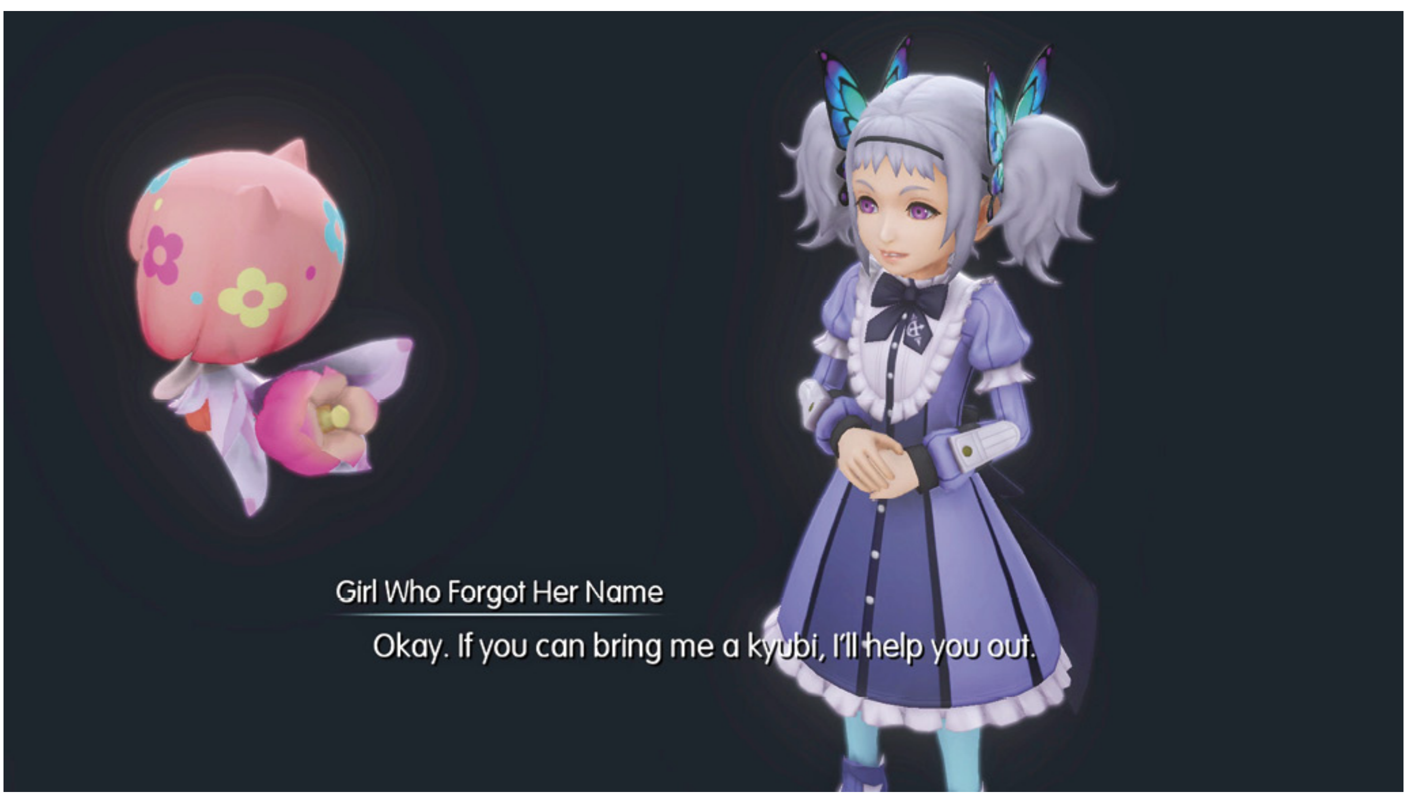
Continue dishing out damage and ensuring that you have enough HP to survive his predictable attacks. Also, remember to use wobblestoppers to counter the effects of Touchdown and prevent your stacks from being toppled. Once Gravity stops being efficient, you can finish off Bahamut ★ with a Champion Medal, such as Lightning's Gestalt Drive or Cloud's Omnislash.

Your reward for defeating Bahamut ★ is the **Bahamut ★ prismarium** and **Girl's Diary, Entry 7**.

Hunt for the Black Fox



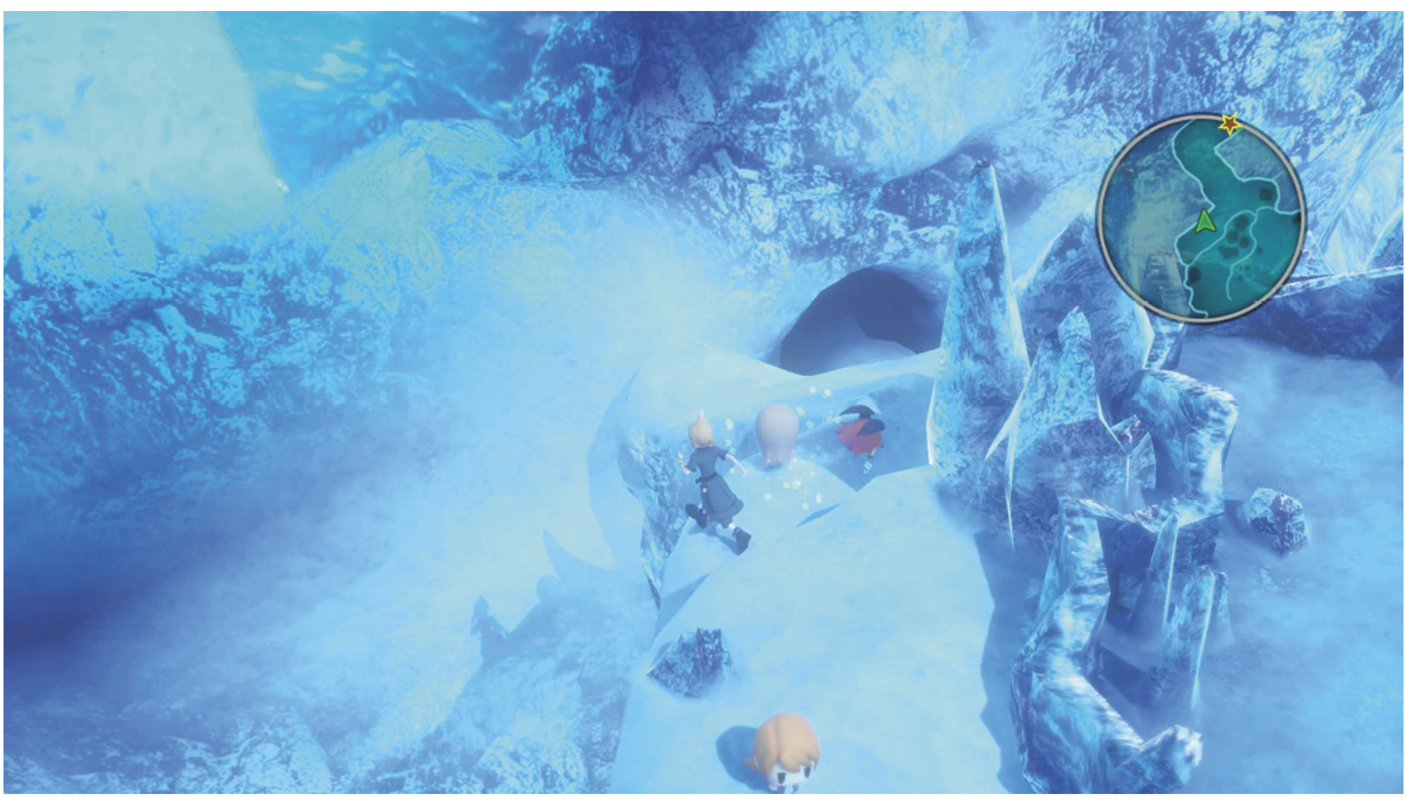
Now that you have the support of the Pleiad by completing their associated Intervention Quests, speak to Serafie about Tama to start a new and required Miniventure called "Vestiges of Life" (added automatically to your Miniventures log). Next, enter the Girl's Tearoom for another cutscene where Serafie comes up with an idea that may be able to return Tama to the twins. Evidently, if the twins can find suitable souls, they can trade them in for Tama's lives. The Girl believes it will work and agrees to help.



Girl Who Forgot Her Name

Okay. If you can bring me a kyubi, I'll help you out.

Serafie checks her Rumor Radar and finds news of a giant black fox that's killed a woman in the Saronian ice fields, so the Mirage Keepers' next destination is Sherlotta's Solace. Use the Gate to warp to the Ice Region (or use the World Map menu), then enter Sherlotta's Solace and talk to Sherlotta. Refia explains that the woman killed was her aunt and volunteers her help in finding the fox. Upon leaving Sherlotta's Solace, Refia tells the twins of another path in Icicle Ridge. Enter Icicle Ridge to the north, then meet up with Refia past the Gate. There's a spot along the northern ledge that you can interact with to drop down to.



Take this path to enter Icicle Ridge—Slip ? ? ?, where another cutscene is played.

Your goal here is simple: travel all the way east, defeating any enemies that you encounter. This is a good area for leveling up, as each group of enemies here rewards around 100,000 EXP. When you reach the easternmost portion of the map, a short cutscene plays, and an encounter with the kyubi begins. The battle with the kyubi is relatively straightforward. It has access to Blaze and Blossom Storm, but nothing particularly devastating. Defeat it, and then watch the ensuing cutscene involving the Bahamutian soldier and the black fox. You're then rewarded with the required **kyubi's souls**.

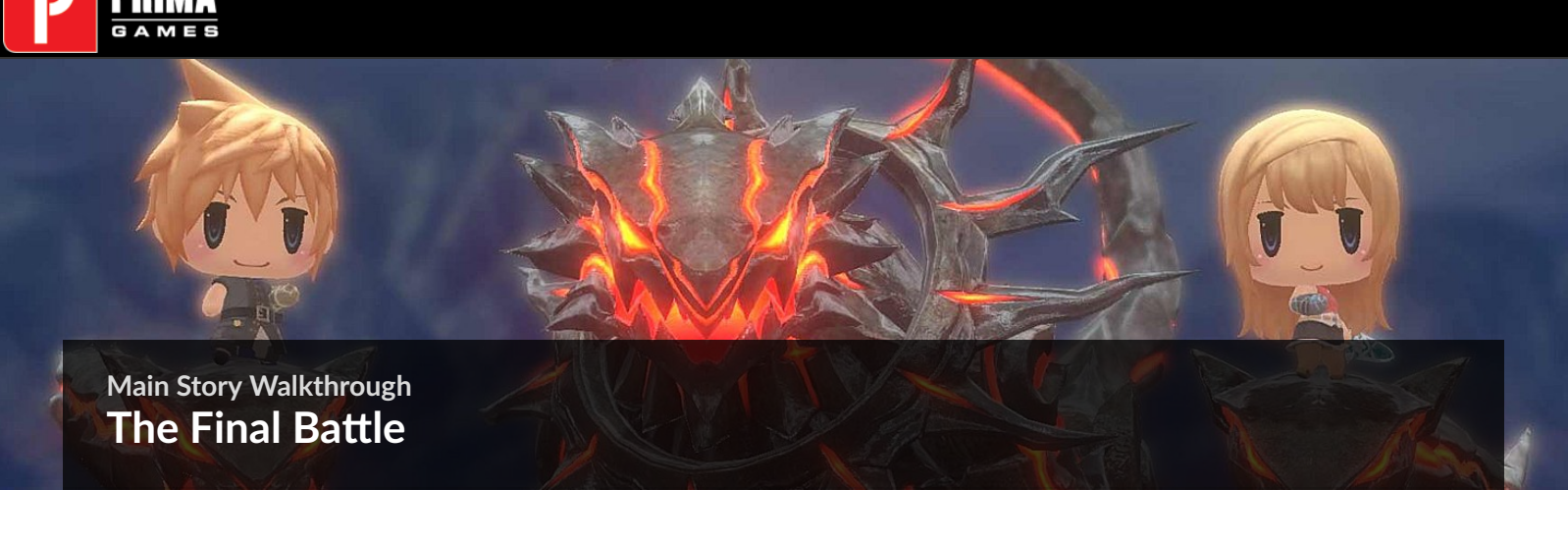
Return to the Girl's Tearoom to have the Girl initiate the ritual, completing the quest and bringing back Tama (and presumably altering the current timeline). Remember to claim the **Tamamohimé memento** and **kyubi memento** from the Miniventures quest log.

Tama

Hwah?! R-Reynn, the-what's the matter?

NEW INTERVENTION QUESTS

- A Smidge of Micro-Envy



Main Story Walkthrough

The Final Battle

Now for the final confrontation with the Exnine Knights. After completing "Vestiges of Life," along with obtaining the prismariums of the seven Pleiad, a cutscene triggers upon entering Plaza 99, with Serafie asking if you're ready for the final battle.

PLEIAD CHECKLIST

In addition to completing "Vestiges of Life", the following prismariums must be obtained:

- Bahamut ★ (Intervention)
- Odin ★ (Intervention)
- Diabolos ★ (Intervention)
- Leviathan ★ (Intervention)
- Shiva ★ (Coliseum)
- Ifrit ★ (Coliseum)
- Ramuh ★ (Coliseum)

The final battle is difficult, and you should prepare as well as you can before agreeing. Answer "No" if you want to gather more Mirages or level up your party a bit more. Answer "Yes" for a rematch with the Exnine Knights.

TRUER-THAN-TRUE ENDING

Before you complete the final battle, make sure to complete all outstanding Intervention Quests in the Girl's Tearoom. Failing to do so prevents you from unlocking post-ending content, which means having to redo the final encounter! For details and tips on optional Intervention Quests, see the Intervention Quests at the Girl's Tearoom chapter in the Miniventures & the Coliseum section of this book.

As with many Final Fantasy titles, the ultimate encounter in World of Final Fantasy consists of multiple back-to-back battles without time for rest in between. Preparation is key here, particularly when it comes to status ailment resistances.

MAKE PREPARATIONS

The rematch with the Exnine Knights can be difficult, but you can make your life much easier if you go in prepared with the proper equipment and Mirages.

The level of your Mirage Keepers and Mirages should be around 65 to comfortably defeat the Exnine Knights. This is also around the level that most of your Mirages can unlock their Mirage Board Masteries. Unlocking these Masteries boosts your combat effectiveness immensely (especially ones like Strength+++ and Magic+++). The fastest way to level your party at this point in the game is by defeating enemies in Icicle Ridge—Slip ? ? ? (where you fought the kyubi).

For battle items, you should visit the Chocolatte Mart before heading out. Bring at least 5-10 of the following: hi-potions, hi-ethers, and wobblestoppers. You should also try to get your hands on a couple of phoenix pinions and remedies (and remedy+, obtained by defeating Diabolos ★ in "When the Past Still Haunts"), along with a few elemental bombs (if you have spellstones saved, even better). Instead of casting Protect and Shell, you should buy a couple of Protect stones and Shell stones so that you can reserve your AP for combat abilities.

You should also have access to at least one restorative Champion Medal (Yuna, Shelke, or Refia) and a single-target damage-dealing one, like Shantotto's Magic Burst! or Tifa's Final Heaven. Make sure that your Champion Gauge is maxed before attempting the encounter, too.

For mirajewels, it's recommended that you have at least Resist Confusion (lucky toad Mirage Board) and Resist Oblivion (Undead Princess ★ Mirage Board). Both of these should be equipped on one of the twins. Other mirajewels to consider, but not as necessary, are Slow (left claw Mirage Board), Bravery (war machine Mirage Board), and Critical++ (elefenrir Mirage Board).

For Mirages, you can choose from a vast variety that can get the job done, but some are much more effective than others. Three that are highly recommended for this final encounter are elefenrir, kupicaroon, and carbuncle. Elefenrir provides a massive amount of dark elemental resistance and a powerful critical hit ability, kupicaroon has access to the most efficient physical damage ability (against single-enemy encounters), and carbuncle provides excellent defensive enhancements.

Once you've decided which Mirages you want to take into battle, you can start adding proper ability seeds to the Blank Spaces on their Mirage Boards. Consider adding Curaga, Dispel, and Slow, if you don't have these readily available in your stacks.

A sample ideal stack setup would be:

- Kupicaroon, Lilikin Reynn, elefenrir
- Black chocochick, carbuncle, Jiant Lann

Reynn's mirajewels should include ones like Critical++, Critical+, Agility+, Strength+, and Libra (this is extremely helpful).

Lann's mirajewels should include Resist Oblivion, Resist Confusion, Banishra or Holy, Magic++, and Dark Resistance+. Resist Confusion and Resist Oblivion mirajewels here are extremely vital for this strategy—obtaining these or building enough resistance to these effects should be your priority when preparing for the Exnine Knights!

Essentially, Reynn's stack primarily focuses on dealing physical damage using Kuparrr! and Eclipse Bite, whereas Lann's stack focuses on magic enhancements, healing, and dealing light-based magic damage.

If you've having trouble with any of the encounters, consider returning to Icicle Ridge—Slip ? ? ? to continue leveling up your party. You can do so relatively quickly with the help of the fast-forward function (R1 in battle).

Once you're all ready to go, speak to Serafie in Plaza 99 to begin the execution of the twins' plan to take down the Exnine Knights.

BOSS BATTLE: EXNINE KNIGHTS

SEGWARIDES

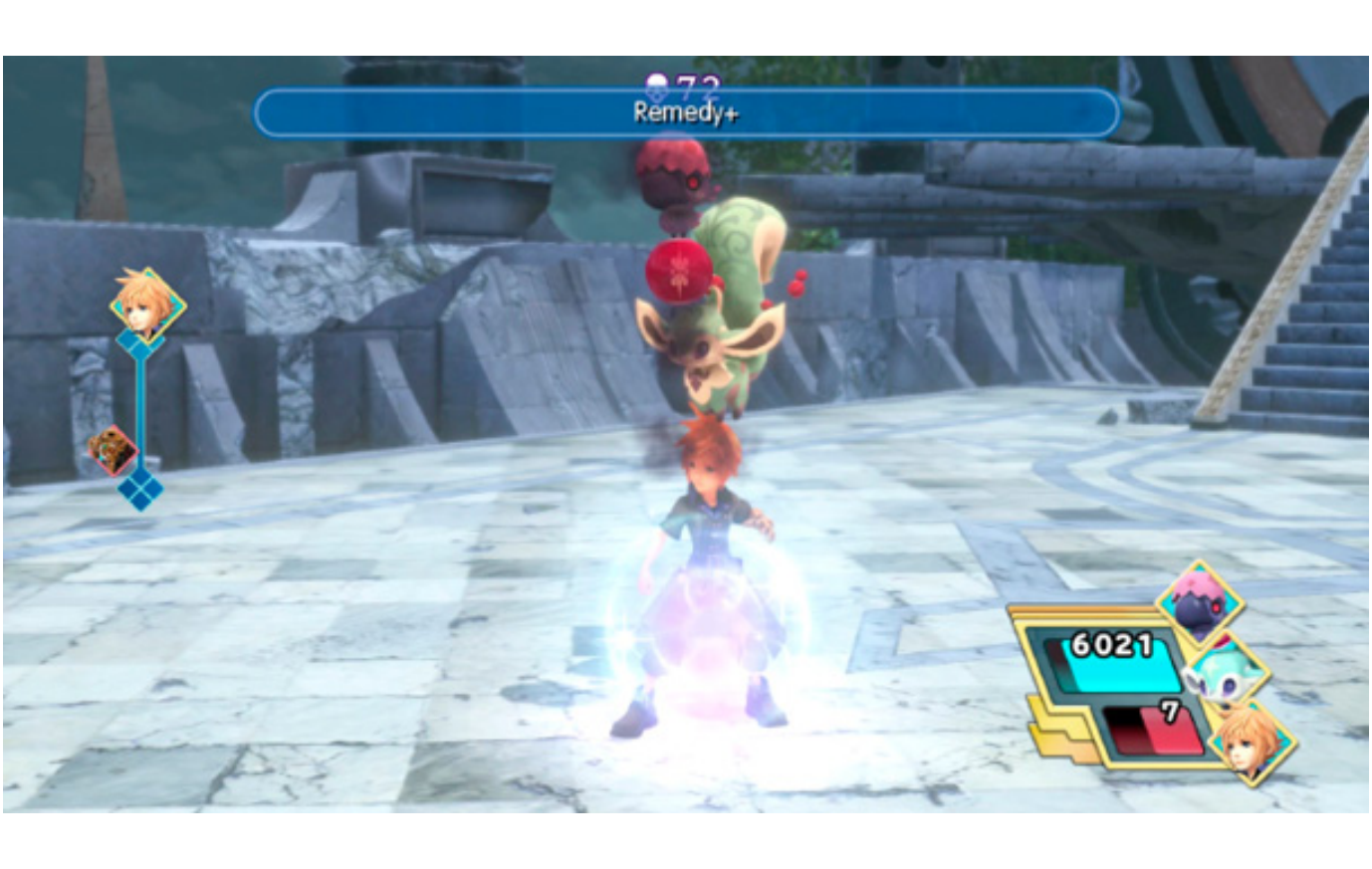
HP	Size	Drops	Abilities
25720	L	—	Disaster (SINGLE: Inflict Confuse, Blind, Doom, Oblivion), Magic Shield (ALL: Bestow Shell / magic defense ↑), Blade Dance (multi-hit physical damage), Eerie Soundwave (SINGLE: Inflict Oblivion.), Blast Wave (SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: High)

Fire Resistance	Ice Resistance	Thunder Resistance	Wind Resistance	Water Resistance	Earth Resistance	Light Resistance	Dark Resistance
0	0	0	0	0	0	-50	50

Poison Resistance	Confuse Resistance	Sleep Resistance	Blind Resistance	Oblivion Resistance	Berserk Resistance	Slow Resistance	Death Resistance
100	100	100	100	100	100	100	100

Knight in the Golden Mask
But it's too late for you!

The first battle is between Lann's stack and Segwarides. Segwarides has access to all of the abilities he had the first time you fought him on Castle Exnine, with the addition of a new devastating attack called Disaster. Disaster causes several status ailments, with Doom being the most devastating one. There are a couple of ways to deal with this. You can either go the offensive route, quickly destroying Segwarides with light-based spells, or you can use a remedy+ (or Shelke's Countertek) to dispel the Doom effect.



The Doom counter is relatively long, so it's entirely possible to defeat Segwarides with Holy and Banishra before your Death timer is up, but it's likely safer to just remove the ailment if you can. He has about 26,000 HP, so it may take three to four Holy casts to defeat him. His Eerie Soundwave attack can be problematic if you don't have the Resist Oblivion mirajewel, so use a rememb herb if you need to.

Note that whether he casts Disaster or not depends entirely on random chance, so this encounter either can be simple or it can be a struggle (if you don't have a way to remove Doom). Additionally, consider restoring your stack's HP and AP since there are no rest periods from this point on!

Once you defeat Segwarides, you're thrown into another "one on one" between Reynn's stack and the Plumed Knight.

PLUMED KNIGHT

HP	Size	Drops	Abilities
25720	L	—	Freezing Dust (ALL: Inflict magical ice damage / Slow.), Fira, Blizzara, Thundara, Bloody Claw (SINGLE: Inflict physical dark damage, absorbs HP.), Firaga, Blizzaga, Thundaga, Quake

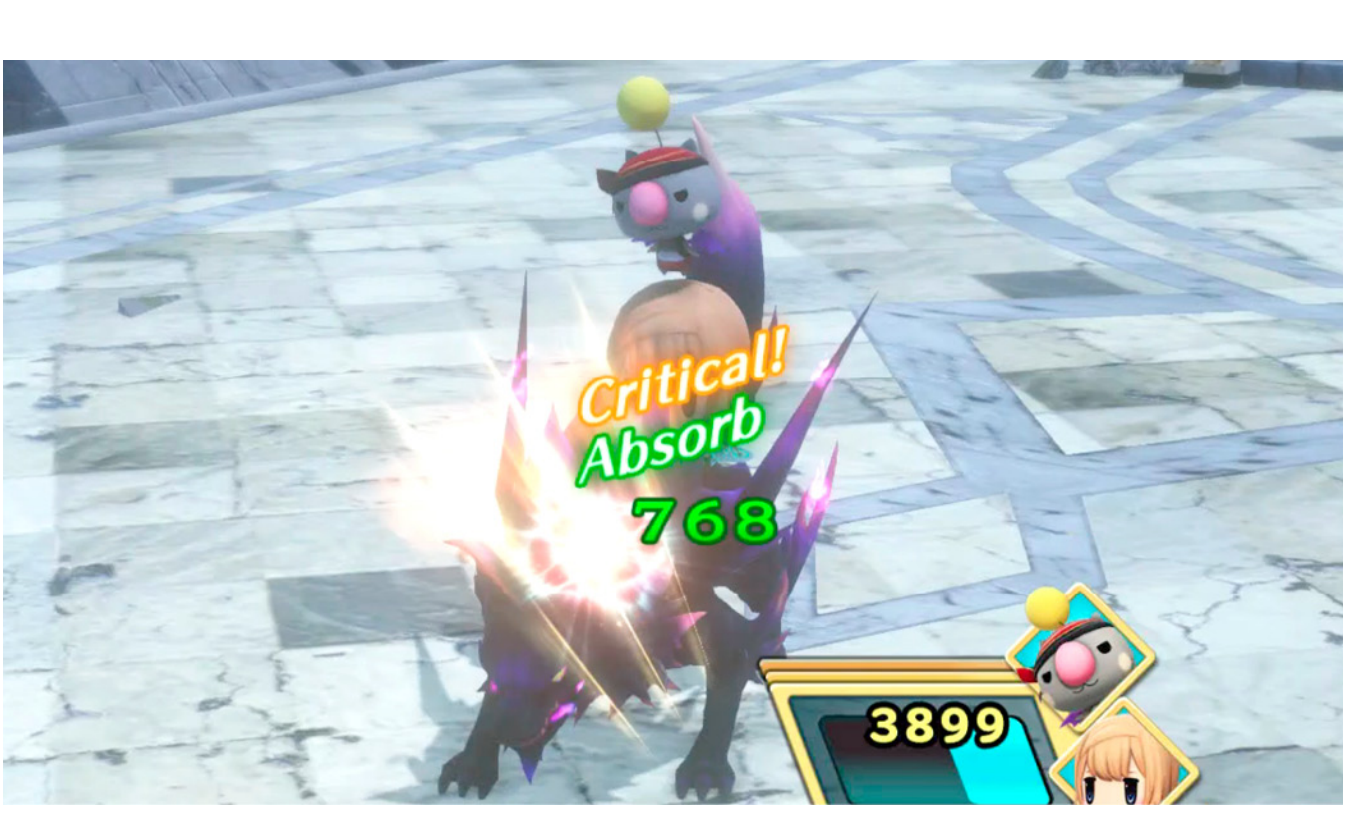
Fire Resistance	Ice Resistance	Thunder Resistance	Wind Resistance	Water Resistance	Earth Resistance	Light Resistance	Dark Resistance
25	50	25	0	-50	0	0	-50

Poison Resistance	Confuse Resistance	Sleep Resistance	Blind Resistance	Oblivion Resistance	Berserk Resistance	Slow Resistance	Death Resistance
100	100	100	100	100	100	100	100

Reynn
I could make your life easier.
I just wanted you to be happy, Mom.

Reynn's battle against the Plumed Knight is mainly about surviving magic damage. The Plumed Knight is proficient in fire, ice, and thunder spells. She also has access to Freezing Dust, although it's not too devastating as long as Reynn's stack isn't particularly weak to ice.

Since most of the Plumed Knight's damage is magic-based, start off the fight by using a Shell stone, then cast Haste on Reynn's stack if you have it. Her alternate physical attack is called Bloody Claw, which is a dark elemental drain. Interestingly, if you've boosted the dark resistance of Reynn's stack beyond 100, not only do you absorb the damage from Bloody Claw, but you reflect it back to the Plumed Knight.



If you've set up her stack with an elefenrir, you can deal a massive amount of damage to the Plumed Knight with a critical-hitting Eclipse Bite, as she's weak to the dark element. Otherwise, you can use water spellstones, Watera, or Abyss to effectively deal damage magic damage. She has around 26,000 HP, so keep at it while keeping Reynn healthy and protected with Shell.

Once you've defeated the Plumed Knight, a cutscene plays, revealing another variation of the knight. For the next encounter, Reynn and Lann regroup to finish off Pellinore.

PELLINOR

HP	Size	Drops	Abilities
30864	L	—	Freezing Dust (ALL: Inflict magical ice damage / Slow.), Tri-Disaster (ALL: Inflict fire, ice, and thunder magical damage), Bloody Claw (SINGLE: Physical dark damage, absorbs HP.), Firaga, Blizzaga, Thundaga

Fire Resistance	Ice Resistance	Thunder Resistance	Wind Resistance	Water Resistance	Earth Resistance	Light Resistance	Dark Resistance
25	50	25	0	-50	0	0	-50

Poison Resistance	Confuse Resistance	Sleep Resistance	Blind Resistance	Oblivion Resistance	Berserk Resistance	Slow Resistance	Death Resistance
100	100	100	100	100	100	100	100

Pellinore is very similar to the Plumed Knight. She has slightly more HP (at roughly 31,000) and access to an additional magical attack called Tri-Disaster. Tri-Disaster is a high-damage, ALL-targeting spell comprised of fire, ice, and thunder elements. While it's not entirely practical to prepare your resistances to handle all three, you can at least halve its damage with the Shell effect.

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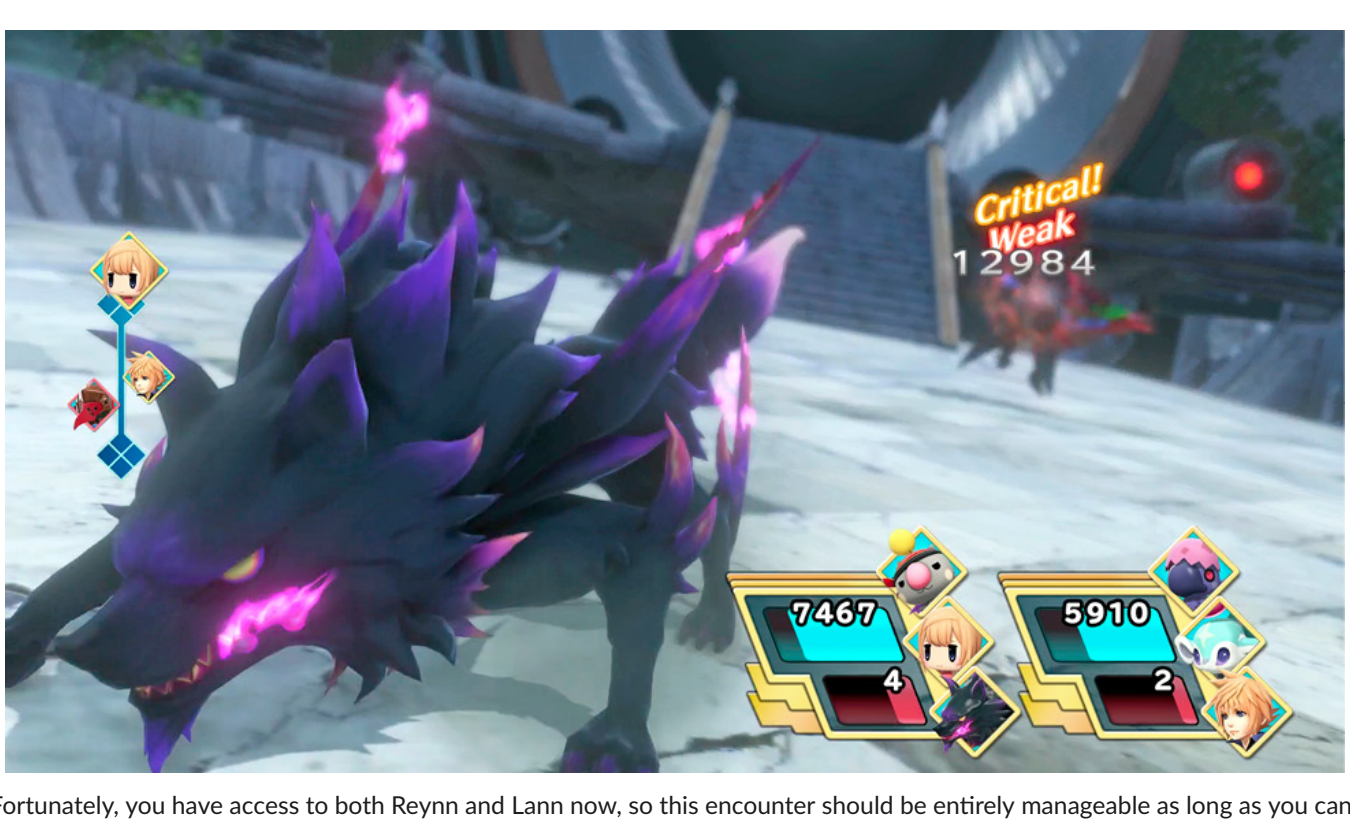
12
6892
12



Fortunately, you have access to both Reynn and Lann now, so this encounter should be entirely manageable as long as you can heal through Pellinore's elemental damage. If you have plenty of hi-potions and x-potions, you can use a Reflect strategy to mitigate her "–ga" line of spells. Once you've stabilized, start dishing out water- or dark-based damage.

Before you finish her off, you should restore any lost HP and AP since there's no time to rest before the next fight with Brandelis's true form, Exnine Bahamut. From this point forward, consume hi-ethers and x-potions liberally. This is the final battle, after all!

EXNINE BAHAMUT, FIRST FORM

HP	Size	Drops	Abilities
26970	L	—	Arcarmament 2-8-10 (ALL: Inflict fire magical damage), Flare, Arcarmament 5-7-9 (ALL: Neutral physical damage. High critical chance.), Abyss, Arcarmament 3-11-12(ALL: Inflict earth magical damage / Blindness), Banishra, Double Cut, Arcarmament 1-4-6 (ALL: Inflict light physical damage.)

Fire Resistance	Ice Resistance	Thunder Resistance	Wind Resistance	Water Resistance	Earth Resistance	Light Resistance	Dark Resistance
0	0	0	0	0	0	0	0

Poison Resistance	Confuse Resistance	Sleep Resistance	Blind Resistance	Oblivion Resistance	Berserk Resistance	Slow Resistance	Death Resistance
100	100	100	100	100	100	50	100

Brandelis
Hmm... Transient though their presence here was,
it is curious you managed to defeat them.

Exnine Bahamut has around 27,000 HP, and while that's not as impressive as the other bosses you've fought (like the actual Bahamut), Exnine Bahamut possesses a plethora of offensive abilities. He can practically inflict any type of damage and any ailment with his impressive arsenal. His "arcarmament" attacks are a combination of several elements, ailments, and even self-enhancements. Essentially, you can't avoid everything, but you can at least prevent certain ailments if you've prepared your resistances well (which is why you want Resist Confusion and Resist Oblivion mirajewels).

Like your previous encounters with Brandelis, Exnine Bahamut isn't weak to any particular element, but he can be slowed, mitigating much of his damage. If you're not going for a Champion Medal burst strategy (outlined in the accompanying tip), you should aim to keep the boss slowed and your party members enhanced with both Shell and Haste. If you have a carbuncle in your stacks, applying Shining Ruby three times is a huge boon, as well.

Since Exnine Bahamut has no elemental vulnerabilities, your strongest attacks against him are most likely physical (depending on your ability repertoire). If you're going with the kupicaroon strategy, the Kuparrr! attack is enormously powerful for this encounter (especially boosted with Bravery). With some luck, you can deal more than 20,000 points of damage (depending on how many hits connect and if they hit critically), essentially trivializing the encounter!

CHAMPION MEDALS

An alternate strategy in dealing with Exnine Bahamut is to completely consume your Champion Gauge to inflict a massive amount of damage with repeated defense-bypassing attacks while boosting your own offensive power. For instance, at the start of the battle, use Tifa's Final Heaven attack three times in a row to dish out an incredible amount of damage, and at the same time, boost your follow-up physical damage with a maxed-out Strength ↑ enhancement. You can do this for magic-based abilities, too, by using either Terra's or Shantotto's Champion Medals. Since the next encounter disables your Champion Gauge, using them at this point is essentially "free," so use it or lose it.

This sequence almost assuredly destroys Exnine Bahamut, especially if you have strong follow-up abilities and enough AP to cast them. However, it requires saving your Champion Gauge up to this point. If you spent it on the previous fights, you can use the normal strategies outlined in the walkthrough until you're victorious.

Kuparrr!
5509
5
5459
7

Critical!
4122
4131

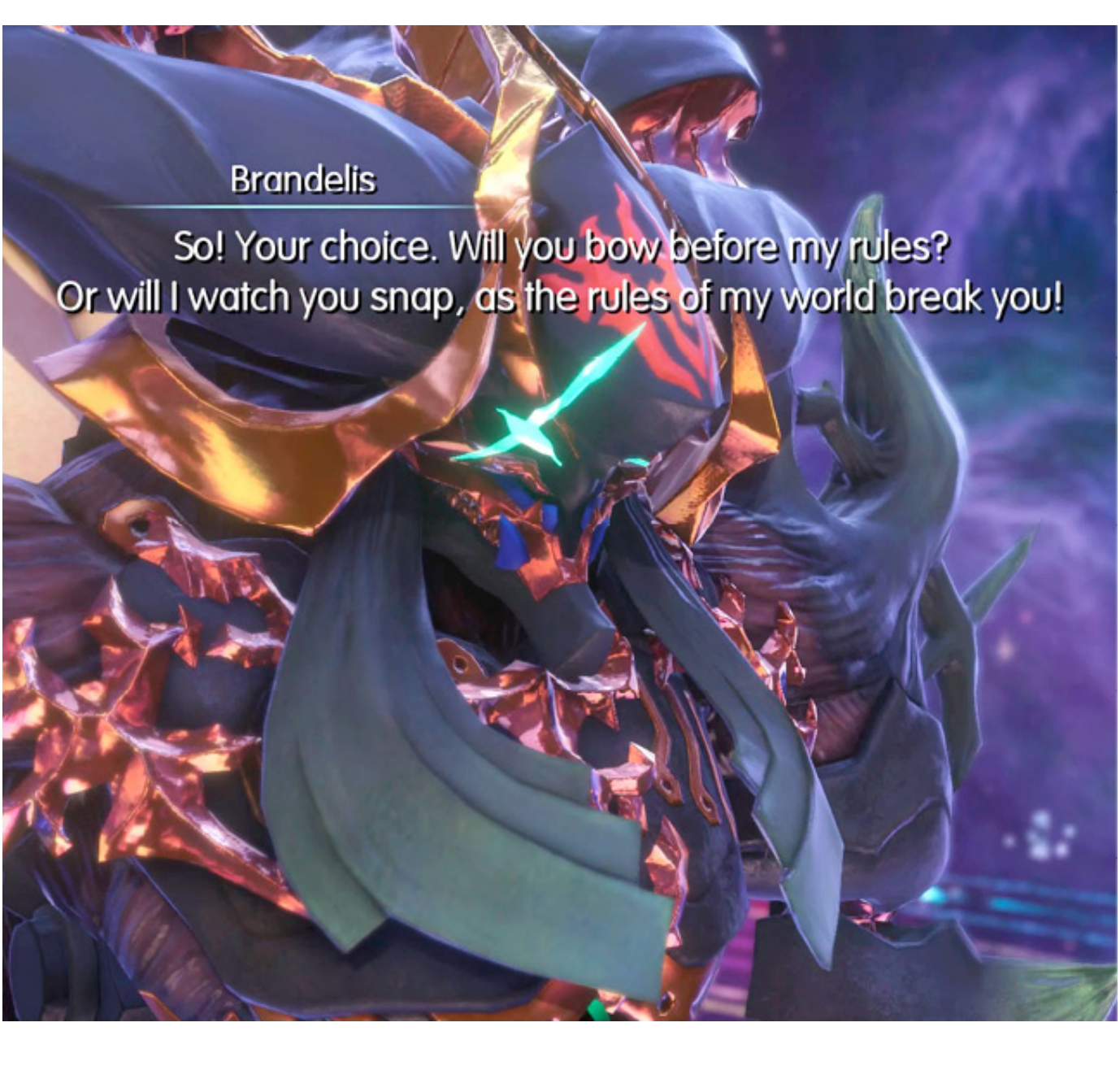
Before finishing off Exnine Bahamut, try to restore as much HP and AP as possible in order to start the final fight fully loaded.

EXNINE BAHAMUT, FINAL FORM

HP	Size	Drops	Abilities
51243	L	—	Chaotic Impulse (ALL: Inflict dark physical damage.), Dark Revels (ALL: Inflict dark magic damage / Poison, Confuse, Oblivion), Megaflare Cannon (ALL: Inflict high magic damage. High topple strength.), Chaos Pulse (SINGLE: Inflict dark physical damage. High topple strength.), Dispelga, Firaja, Blizzaja, Thundaja, Aeroja, Quake, Blizzaga, Thundaga, Firaga

Fire Resistance	Ice Resistance	Thunder Resistance	Wind Resistance	Water Resistance	Earth Resistance	Light Resistance	Dark Resistance
0	0	0	0	0	0	0	0

Poison Resistance	Confuse Resistance	Sleep Resistance	Blind Resistance	Oblivion Resistance	Berserk Resistance	Slow Resistance	Death Resistance
100	100	100	100	100	100	100	100

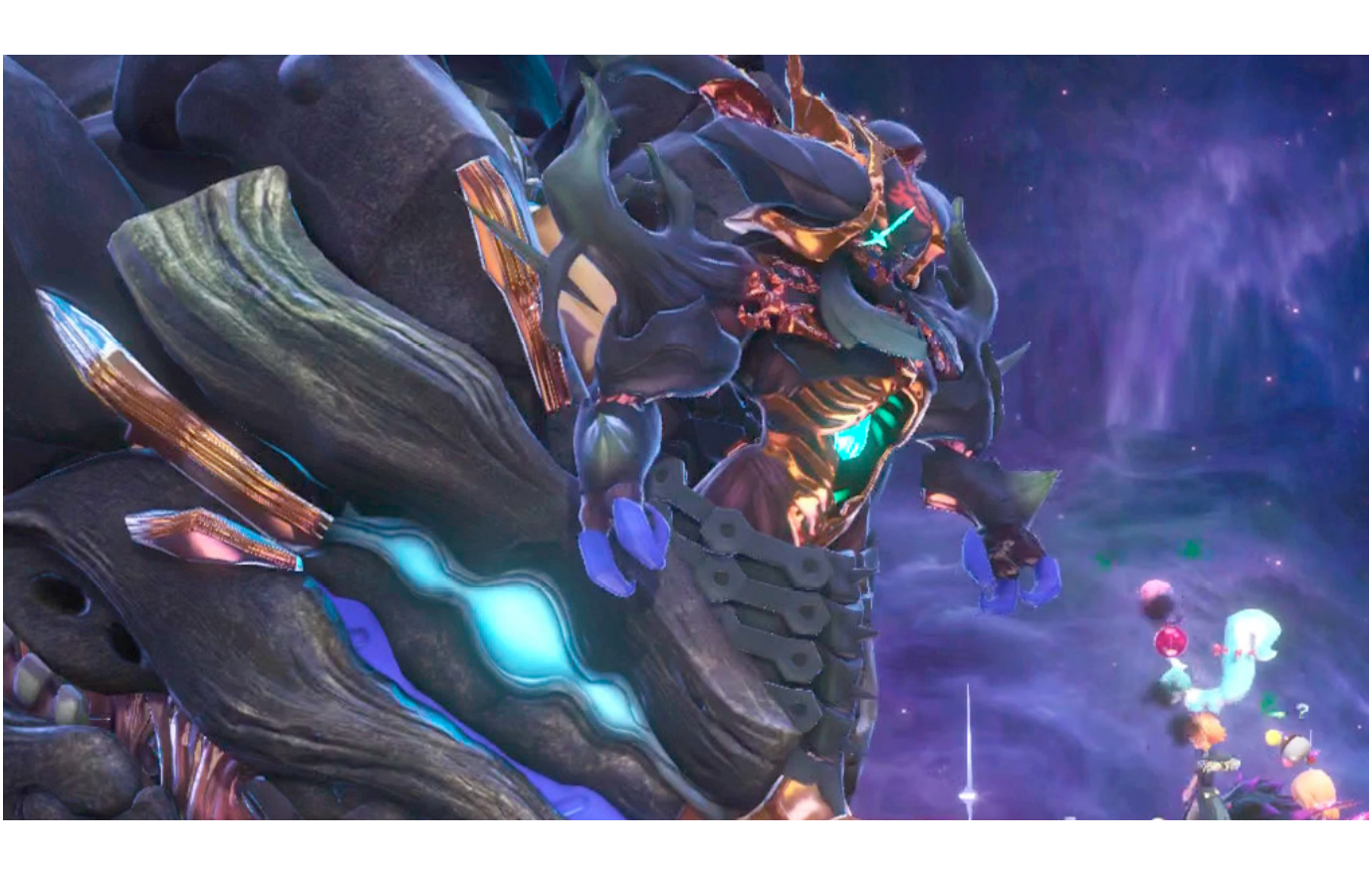

Brandelis
So! Your choice. Will you bow before my rules?
Or will I watch you snap, as the rules of my world break you!

Unsurprisingly, Brandelis's final form is one of the most difficult battles in the entire game. Not only are your Champion Medals disabled, but this transfigured Exnine Knight boasts a couple of new mechanics up his sleeve that may not be entirely obvious at first glance.

This form has just over 50,000 HP and access to essentially every elemental form of damage and most debilitating status ailments. Defensively, he's immune to all status ailments while not possessing any elemental vulnerabilities—at least not initially. He also becomes more powerful the more you damage him; the less HP he has, the higher his Agility becomes, so much so that he eventually takes two to three turns per one of yours

At around 75% HP, Exnine Bahamut chooses a random element, indicated by the color of the gem inside his abdomen as well as the creature's eyes (the large ones below his waist). This signals which element he's currently absorbing and what kind of spell he's likely to cast next. Hitting him with that element type heals him, so be careful in choosing your offensive spells. Red is fire, blue is ice, yellow is thunder, green is wind, dark blue is water, and brown is earth.

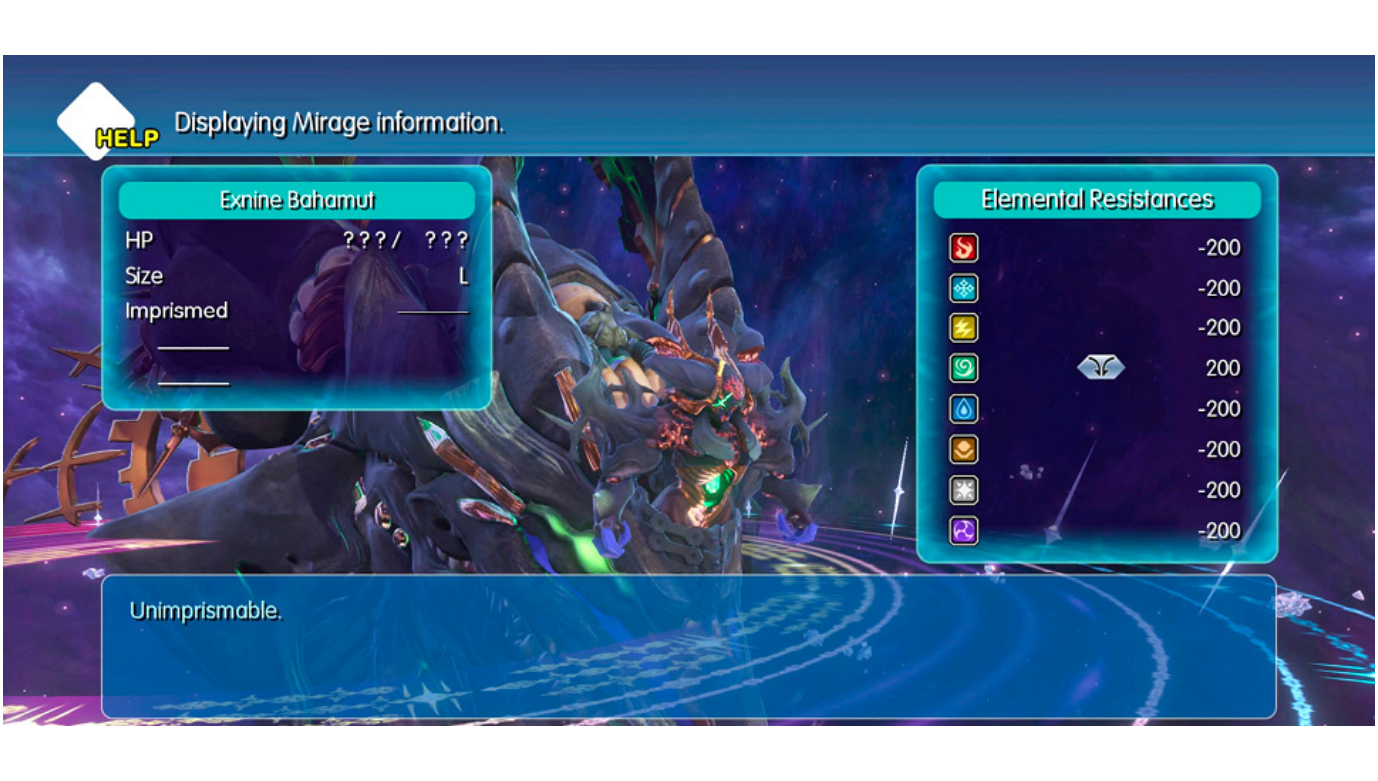
You can also check his Libra information if you need help determining what his current element is.



In addition to having every type of "–ga" and "–ja" elemental spell in his arsenal, Exnine Bahamut can also inflict dark-based damage accompanied by several detrimental status ailments. The one to look out for most is Dark Revels. This attack inflicts some dark damage, along with inflicting Poison, Confuse, and Oblivion. This is why it's important to set up one of your twins with a Resist Confusion mirajewel and a Resist Oblivion mirajewel (especially Confusion). If both of your stacks become Confused, this can potentially end the battle as your stacks attack each other randomly. It's essential that one stack is immune to Confuse so they can be free to use a remedy or elixir on the other stack.

The other attack to be wary of is Chaos Pulse. It's a dark-based physical attack that inflicts a high-strength topple effect. Use a wobblestopper on afflicted stacks immediately. Needless to say, getting toppled here can result in a lost fight, especially if Exnine Bahamut's HP is low.

Last but not least of his abilities, Exnine Bahamut can perform Megaflare Cannon. Like Bahamut's Megaflare, this begins with a countdown of five turns. Megaflare Cannon is a high-damage magic attack with a significant toppling strength. Although this sounds like a death sentence, it's more often than not a blessing in disguise. It gives you breathing room to stabilize with x-potions, elixirs, and hi-ethers. It also opens up a huge weakness for Exnine Bahamut: during the countdown, he becomes extremely vulnerable (-200% resistance) to every element besides the one he's currently absorbing.



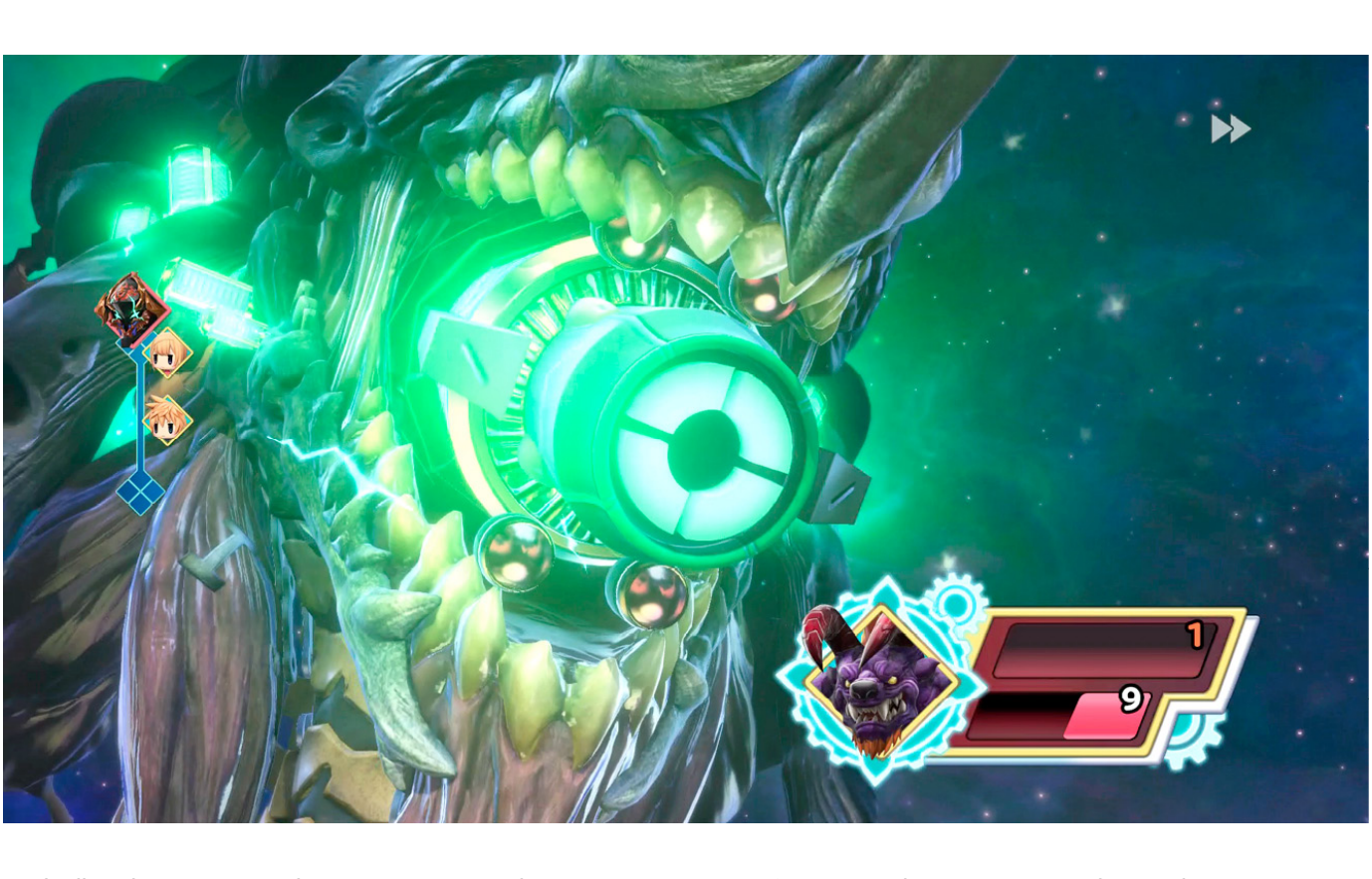
HELP Displaying Mirage information.

Exnine Bahamut
HP ???/ ???
Size L
Imprismed

Elemental Resistances
-200
-200
-200
200
-200
-200
-200
-200

Unimprismable.

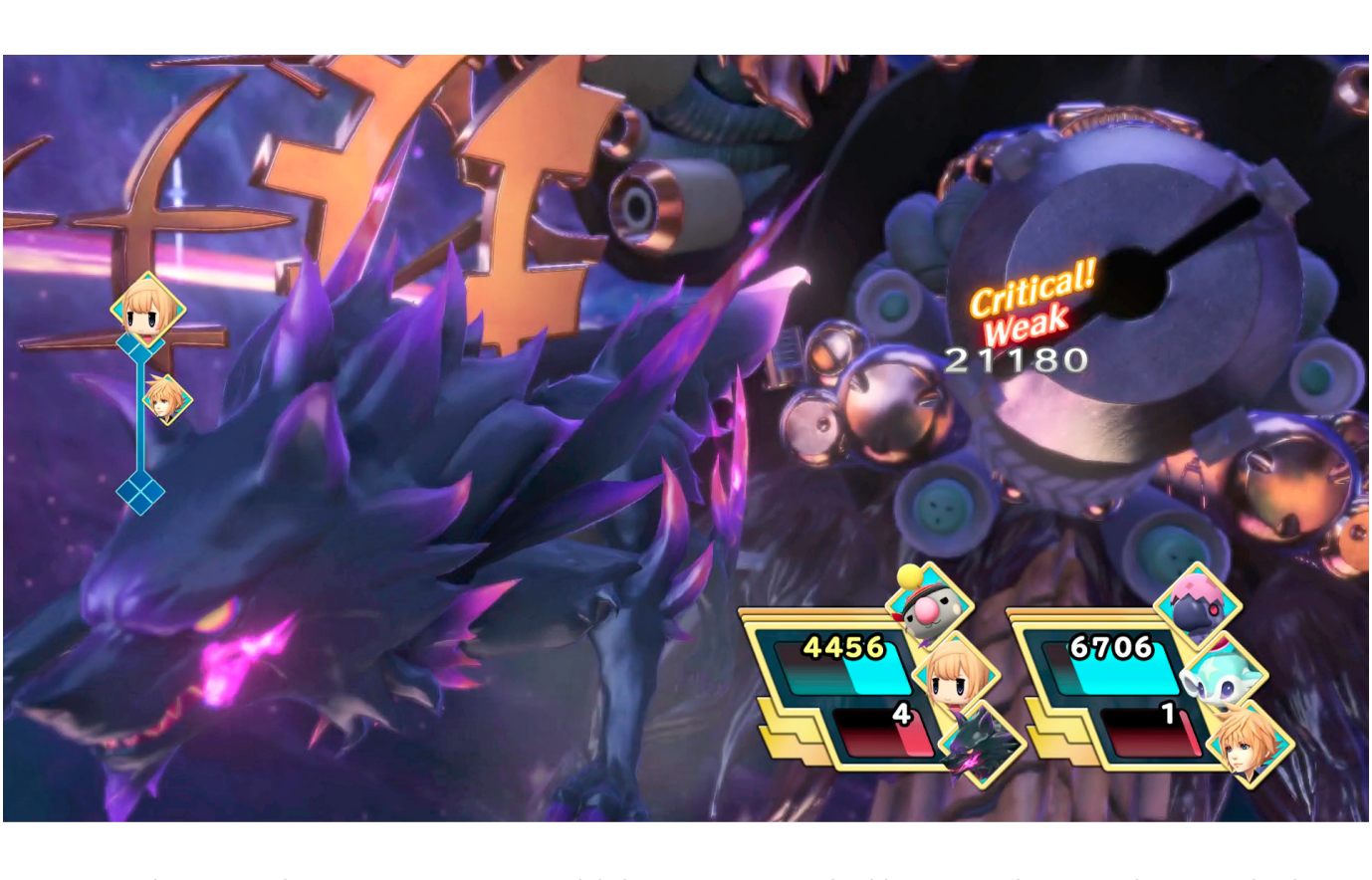
With proper timing, you can put him out of his misery while he's charging his Megaflare Cannon. However, this can be harder than it sounds, considering how quickly he acts in the latter portions of the battle. Also, note that when he's below 25% HP, his Megaflare Cannon countdown is reduced to three turns instead of five. This can mean assured death for your party, considering that it's paired with his insane Agility bonus at these low HP points.



With all of these facets of the encounter in mind, your main concern is timing your damage output with your defensive enhancements. Basically, you don't want to deal too much damage to him straightaway unless you have Shell and Haste on. Otherwise, his bonus Agility can quickly snowball into an unrecoverable state for you as he executes back-to-back "–ga" spells and status effects on your non-Shelled and non-Hasted stacks.

A failsafe method is to slowly whittle away at his HP with normal attacks, conserving AP for Haste and Shell. This way, his turn speed increases gradually, and you can adapt to his attacks accordingly. If he hits your party with Dark Revels, the last thing you want to do is decrease his HP further. Your priority should be to recover from the status ailments and heal up your HP and AP while waiting for him to start his Megaflare Cannon countdown, then striking him with your hardest elemental attack, annihilating his remaining HP.

It's possible to completely destroy him from about 50% HP (around 25,000 damage) as long as you're patient and ready to throw your strongest abilities at him when he starts his countdown (so it's important to have a healthy AP ready). A well-placed critical attack like Eclipse Bite while he's in Megaflare Cannon mode can utterly decimate him. Alternatively, you can throw several elemental spellstones at him for 9,000 damage each. This method is even more effective if your party is unstacked (since each individual Mirage and character can use a spellstone), although it can be dangerous if you don't time it properly.



In summary: chip away at his HP, conserve your AP while keeping your party healthy, wait until Exnine Bahamut readies his Megaflare Cannon, check his Libra status weaknesses, then demolish him with your most powerful elemental attack.

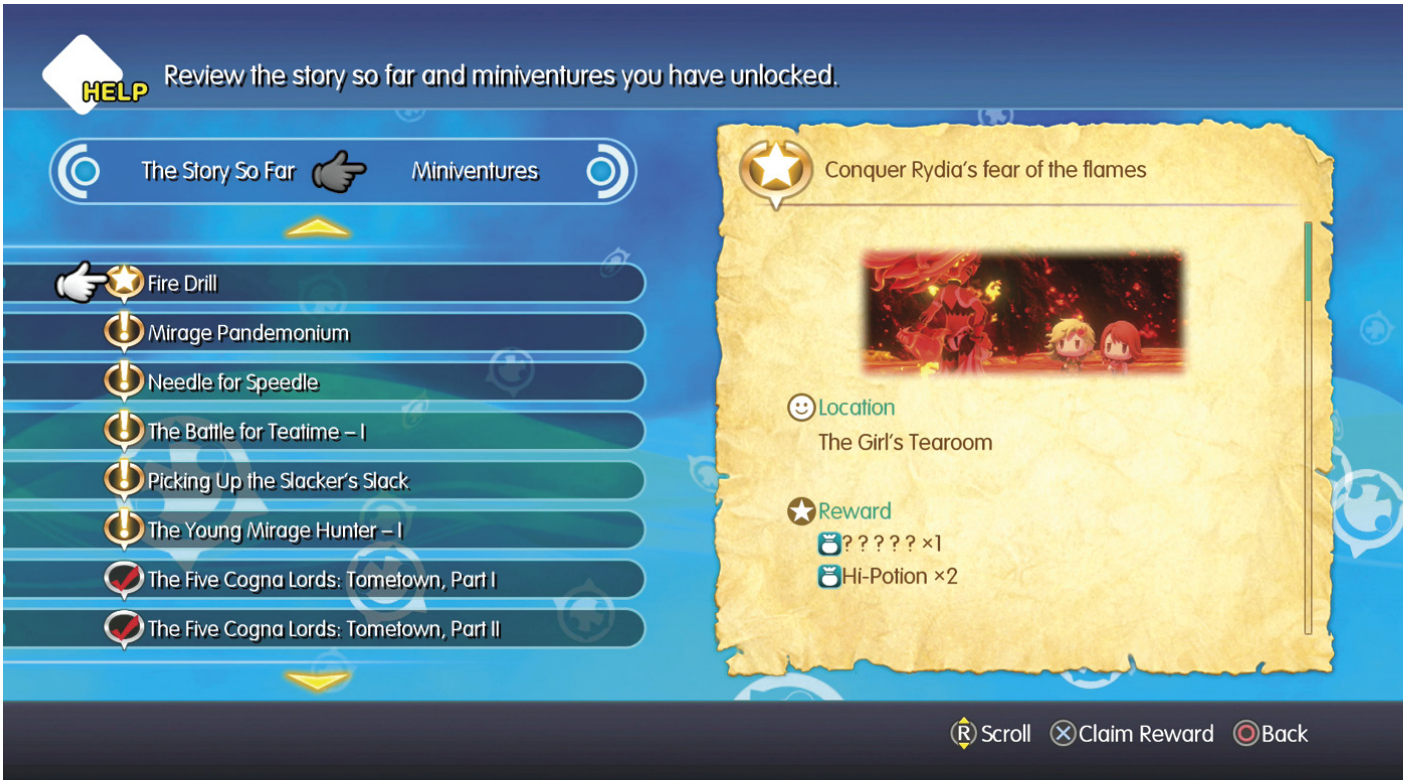
Congratulations on completing the main story! You can stay until after the credits to save your progress.

Miniventures & The Coliseum

Introduction

From changing the course of history to proving your mettle against Grymoire's toughest, there's always something to do when you need a diversion from saving the world.

There are three types of side quests: Town Subquests, Intervention Quests, and Coliseum Battles. You can view your progress through the first two in the Miniventures column of the Adventure Log. For Coliseum Battles, simply refer to the main menu in the Coliseum itself.



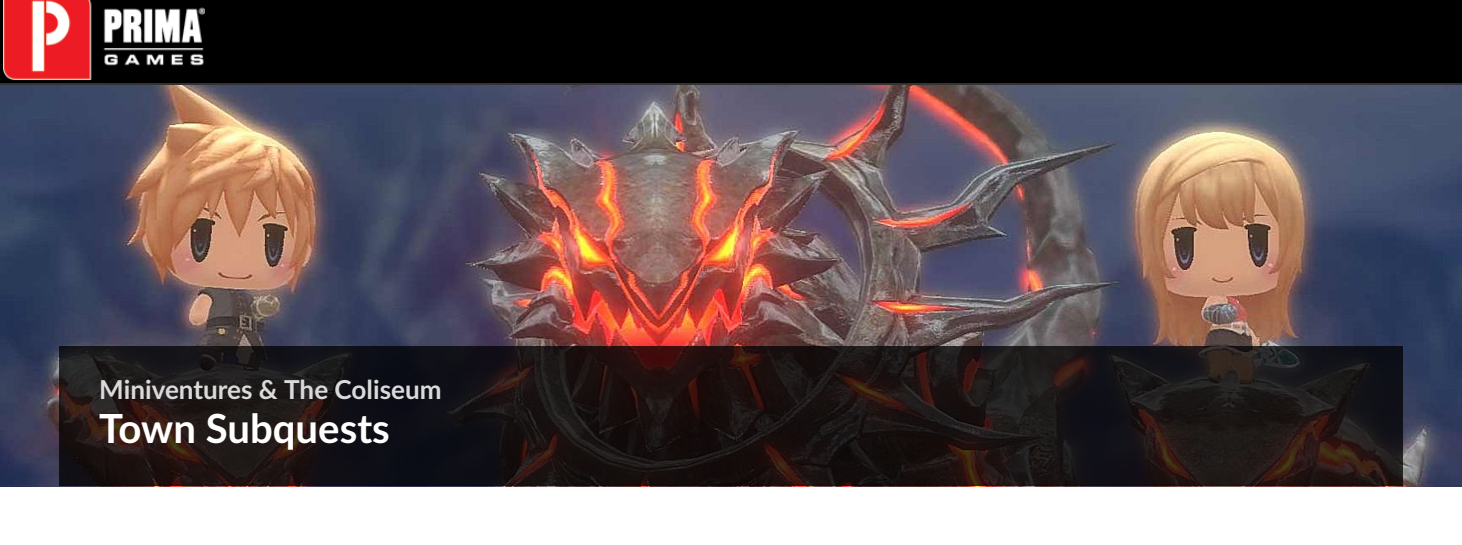
HELP Review the story so far and miniventures you have unlocked.

Conquer Rydia's fear of the flames

Location
The Girl's Tearoom

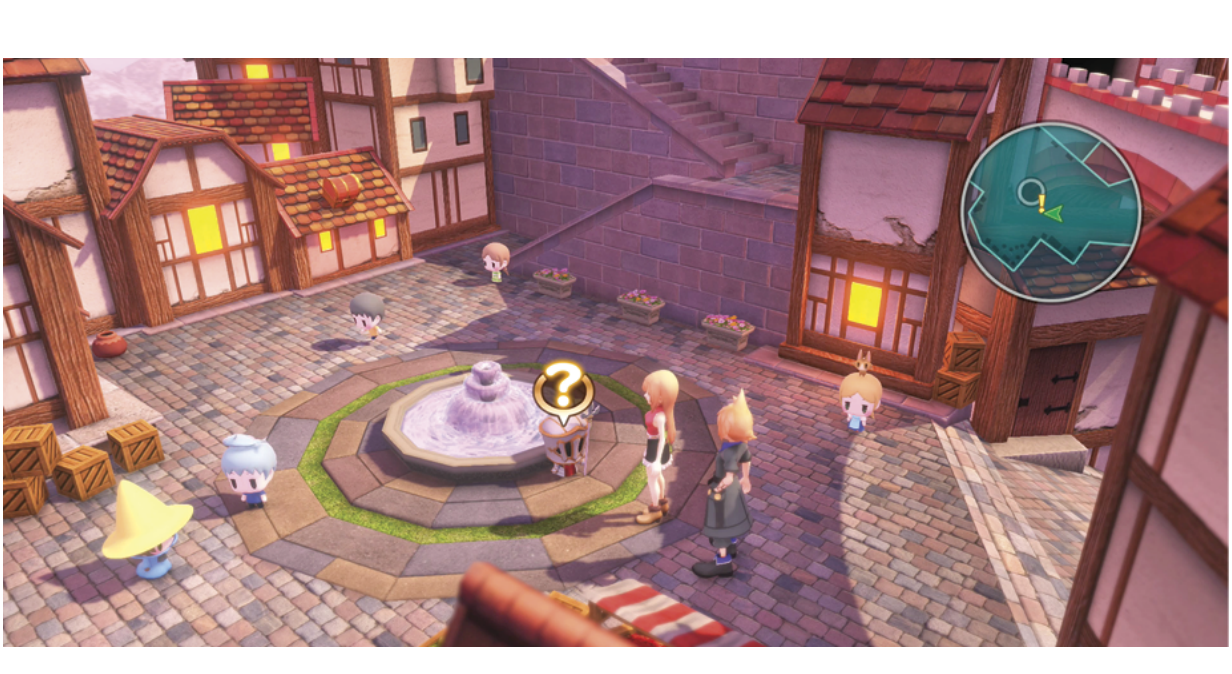
Reward
? ? ? ? ? ×1
Hi-Potion ×2

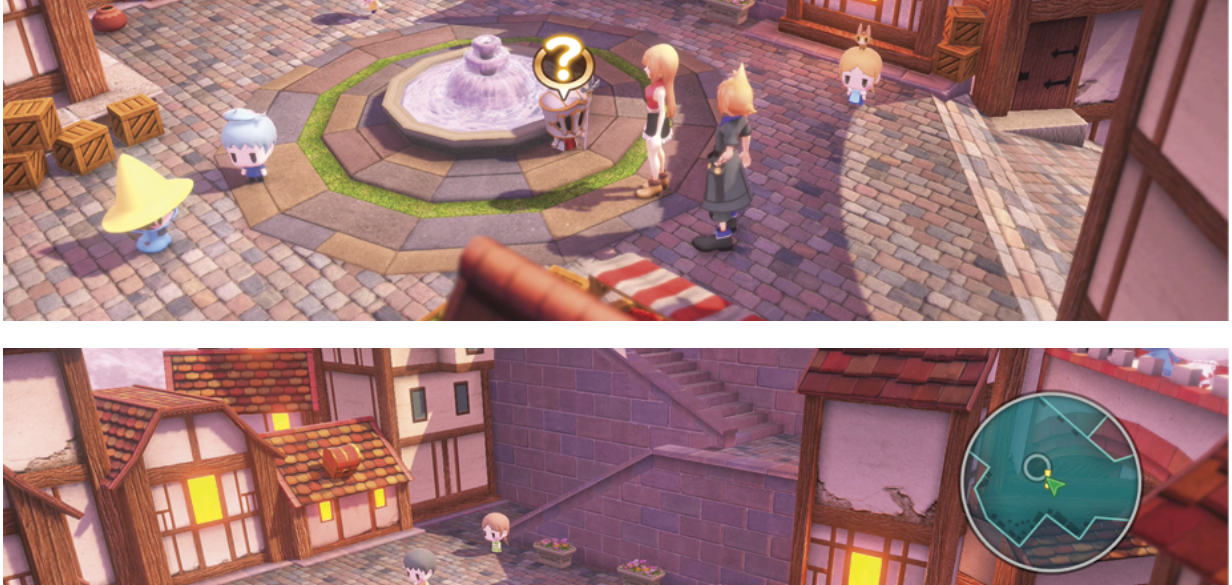
The Story So Far
Miniventures
Fire Drill
Mirage Pandemonium
Needle for Speedle
The Battle for Teatime – I
Picking Up the Slacker's Slack
The Young Mirage Hunter – I
The Five Cogna Lords: Tometown, Part I
The Five Cogna Lords: Tometown, Part II
Ⓡ Scroll
ⓧ Claim Reward
○ Back



Miniventures & The Coliseum

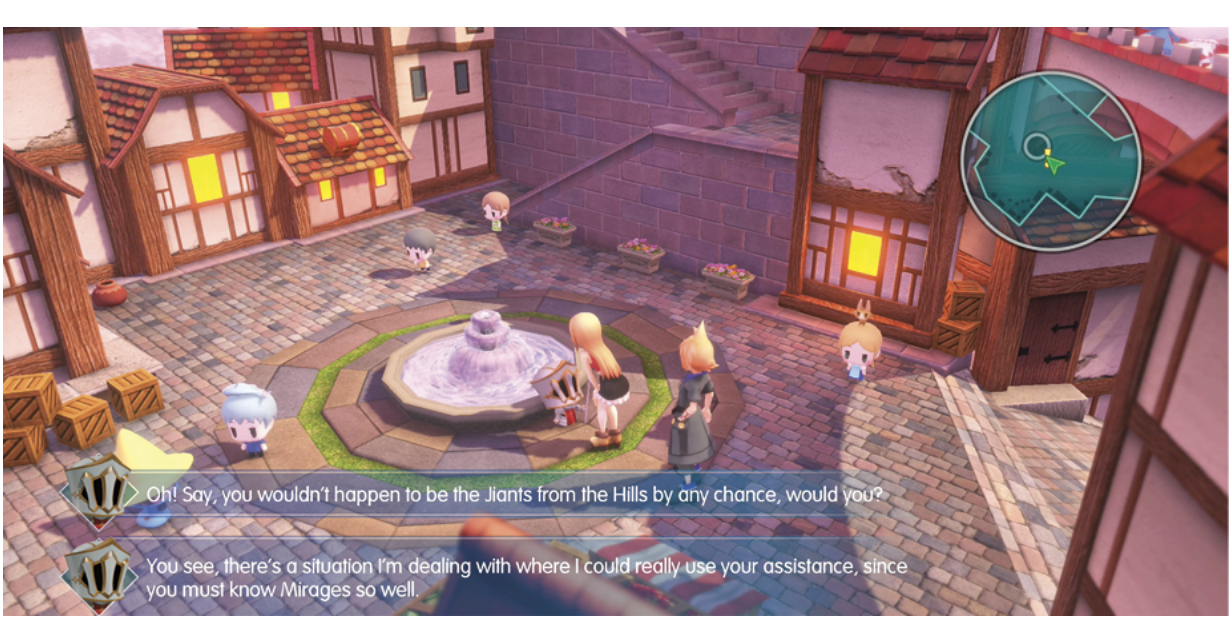
Town Subquests





Oh! Say, you wouldn't happen to be the Jiants from the Hills by any chance, would you?

You see, there's a situation I'm dealing with where I could really use your assistance, since you must know Mirages so well.



Accept this quest? (Deliver 1 earth hammer)

In just about every region and town, you'll find someone who needs your help. Look for people with question marks over their heads. Talk to them, and you'll have the opportunity to embark on a subquest.

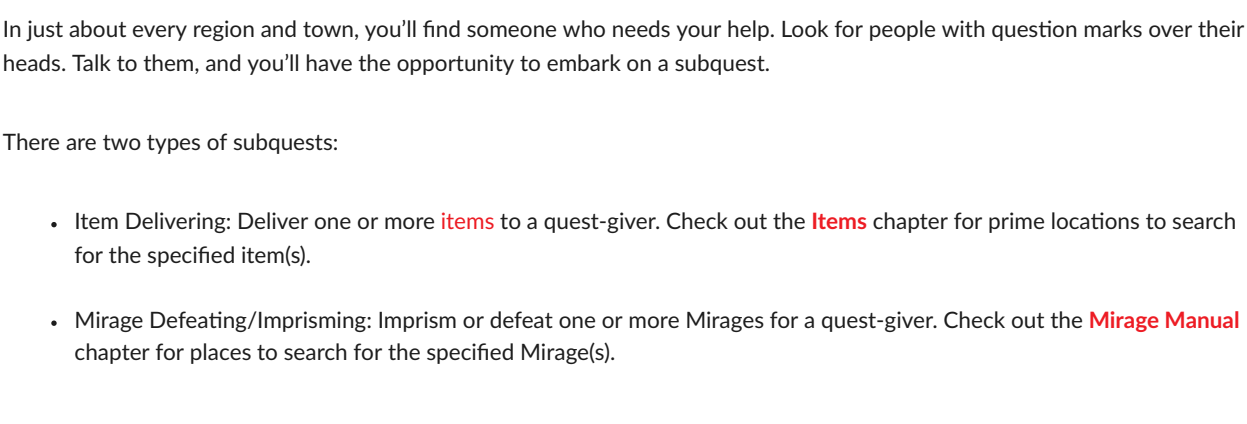
There are two types of subquests:

- Item Delivering: Deliver one or more items to a quest-giver. Check out the **Items** chapter for prime locations to search for the specified item(s).
- Mirage Defeating/Imprisming: Imprism or defeat one or more Mirages for a quest-giver. Check out the **Mirage Manual** chapter for places to search for the specified Mirage(s).

LIST OF TOWN SUBQUESTS

BEST HELM IN THE REALM

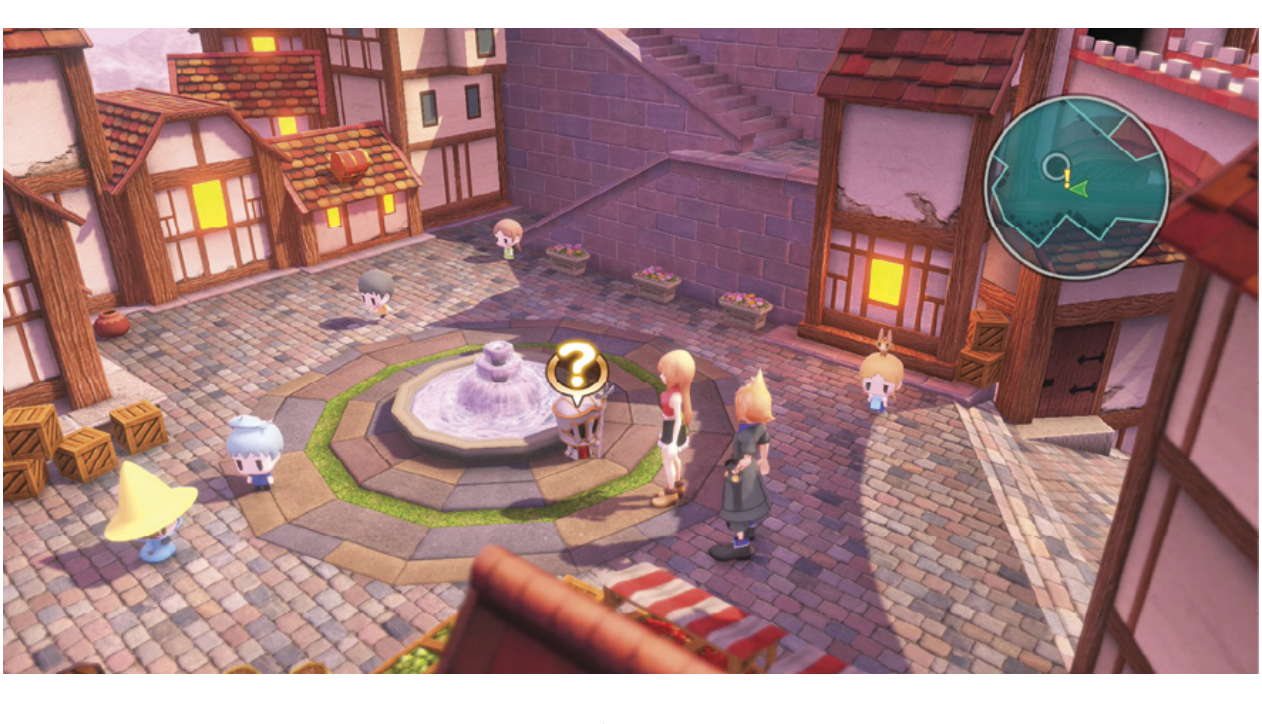
Mission Location	Objective	Reward	Quest Unlock Conditions
Cornelia	Deliver 1 earth hammer	Hi-Potion x5	After meeting Princess Sarah in Chapter 2



A Cornelian soldier is in a bind, and an earth hammer is what's needed to bang his way out of it. Bring him an earth hammer so he can fix his dented helmet!

WHO WATCHES THE WATCHPLAINS?

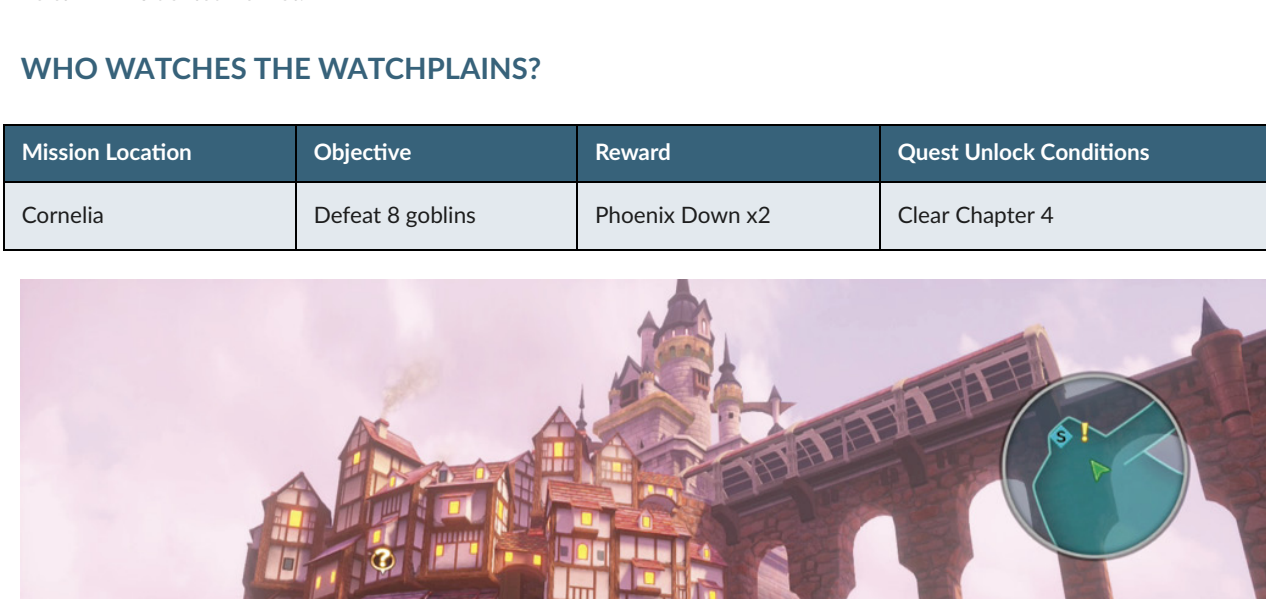
Mission Location	Objective	Reward	Quest Unlock Conditions
Cornelia	Defeat 8 goblins	Phoenix Down x2	Clear Chapter 4



Remnants of the Bahamutian Army have gone rogue, and they now lurk about the Watchplains. Defeat 8 goblins to learn more about them.

NEEDLE FOR SPEEDLE

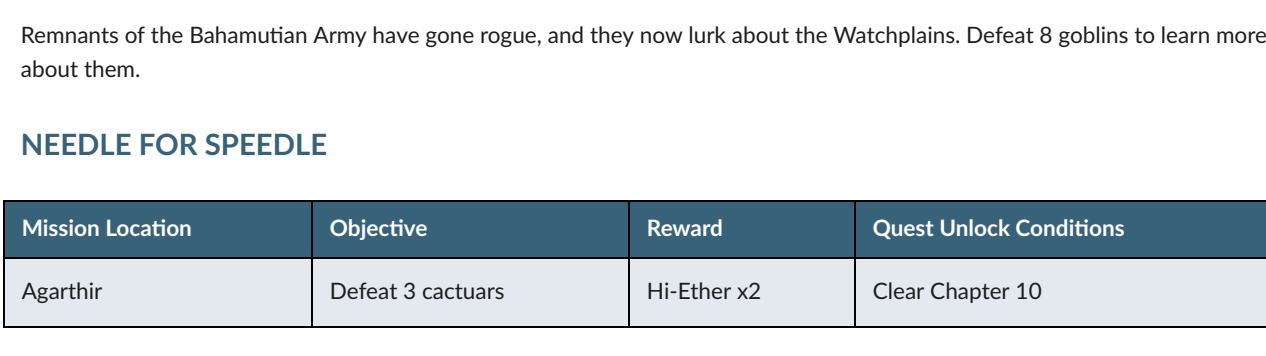
Mission Location	Objective	Reward	Quest Unlock Conditions
Agarthir	Defeat 3 cactuars	Hi-Ether x2	Clear Chapter 10



One youth has a dream to be the fastest there ever was. He'd love to have a footrace with a desert cactuar, but he needs to know if they're dangerous first. Take out 3 cactuars in the Phantom Sands to get a handle on just how strong they are.

HOT HOT HUNTING

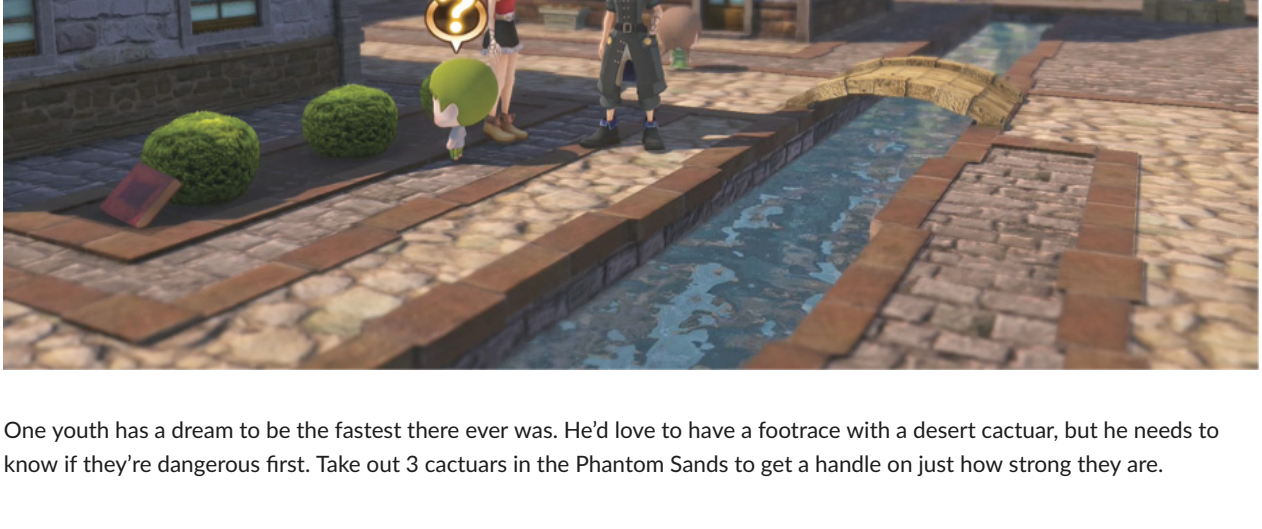
Mission Location	Objective	Reward	Quest Unlock Conditions
Nibelheim	Defeat 5 Mirages in Valley Seven	Bomb Core x2, Bomb Fragment x2	Clear Chapter 11



Dangerous Mirages have been proliferating in the steamy depths of Valley Seven. The town's soldiers have their hands full, so go and take out 5 Mirages in their stead.

THE BIRTHDAY PRESENT

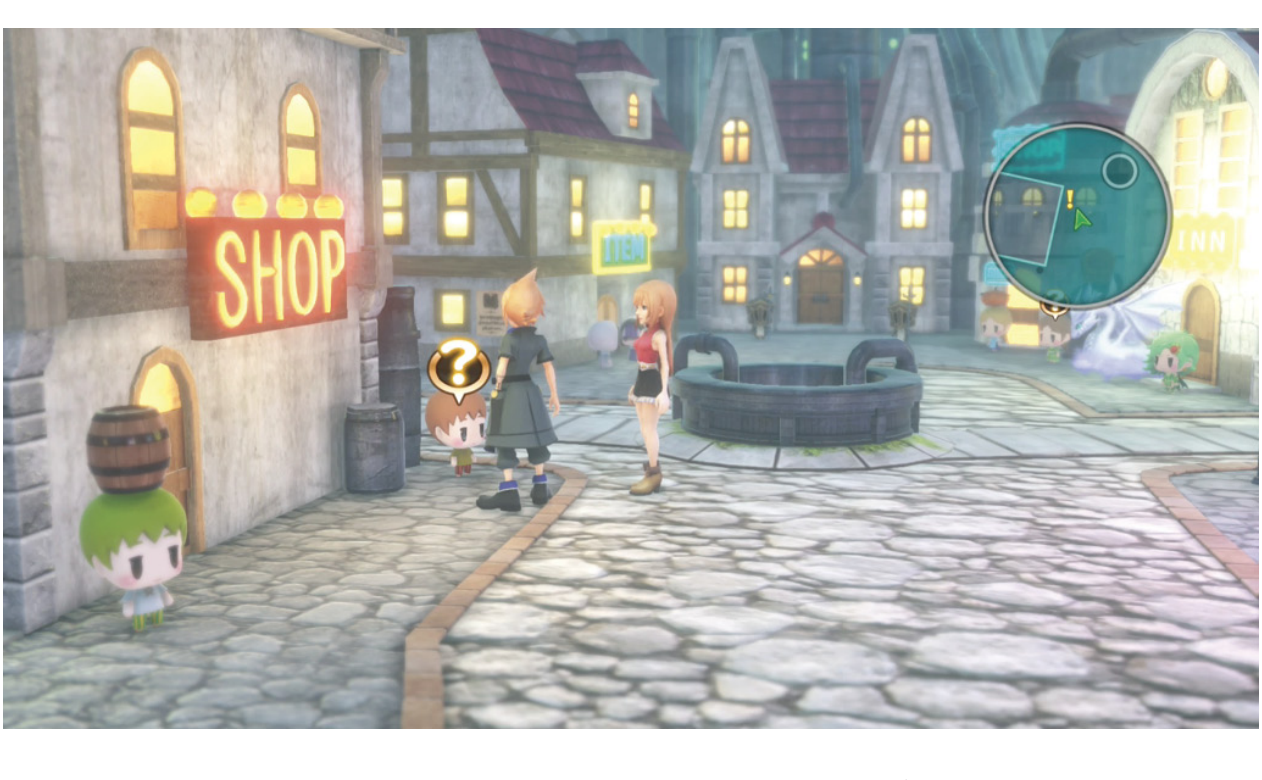
Mission Location	Objective	Reward	Quest Unlock Conditions
Nibelheim	Deliver 3 dragon scales	Berserk Seed	Clear Chapter 10



An elderly woman waved you over and asked for 3 dragon scales to give her grandson as a birthday present. Help her make his birthday an extra-special one.

HER JIGGLY HIGHNESS

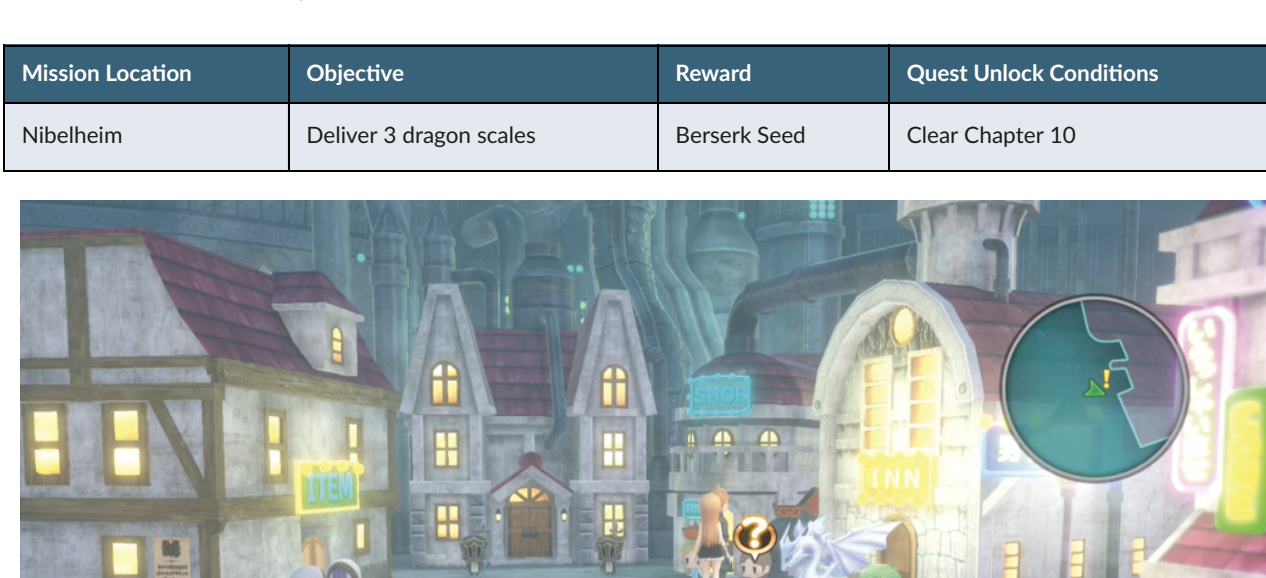
Mission Location	Objective	Reward	Quest Unlock Conditions
Caravan (Desert)	Imprism a flan princess	Berserk Seed	Talk to the quest-giver while the Flan Mirage is in your party



Flans are just the BEST, aren't they?! Bring this flan fan the flan sovereign, Flan Princess!

TAKING CARE OF BIZZY-IZZYNESS - I

Mission Location	Objective	Reward	Quest Unlock Conditions
Desert Region	Deliver 3 dragon wings	Aerora Seed	Clear Chapter 12



A prosperous merchant asked you to help him find 3 dragon wings. Find the fluttery things and bring them back to him.

TAKING CARE OF BIZZY-IZZYNESS - II

Mission Location	Objective	Reward	Quest Unlock Conditions
Desert Region	Deliver 2 healing springs	Regen Seed	Clear "Taking Care of Bizzy-izzyness – I"

When you passed by the merchant's shop, he flagged you down and asked you to procure 2 healing springs. They're for medicine, so why not help him out?

TAKING CARE OF BIZZY-IZZYNESS - III

Mission Location	Objective	Reward	Quest Unlock Conditions
Desert Region	Deliver 3 Lightning spellstones	Thundara Seed	Clear "Taking Care of Bizzy-izzyness – II"

You stopped by the friendly merchant's shop, and once again, he asked you for a favor. Find and bring him 3 lightning spellstones.

TAKING CARE OF BIZZY-IZZYNESS - IV

Mission Location	Objective	Reward	Quest Unlock Conditions
Desert Region	Deliver 5 star curtains	Reflect Seed	Clear "Taking Care of Bizzy-izzyness – III"

When you visited the merchant's shop, he seemed excited. He's thought of a way to make a new useful item. Bring him 5 star curtains to see what he has in mind.

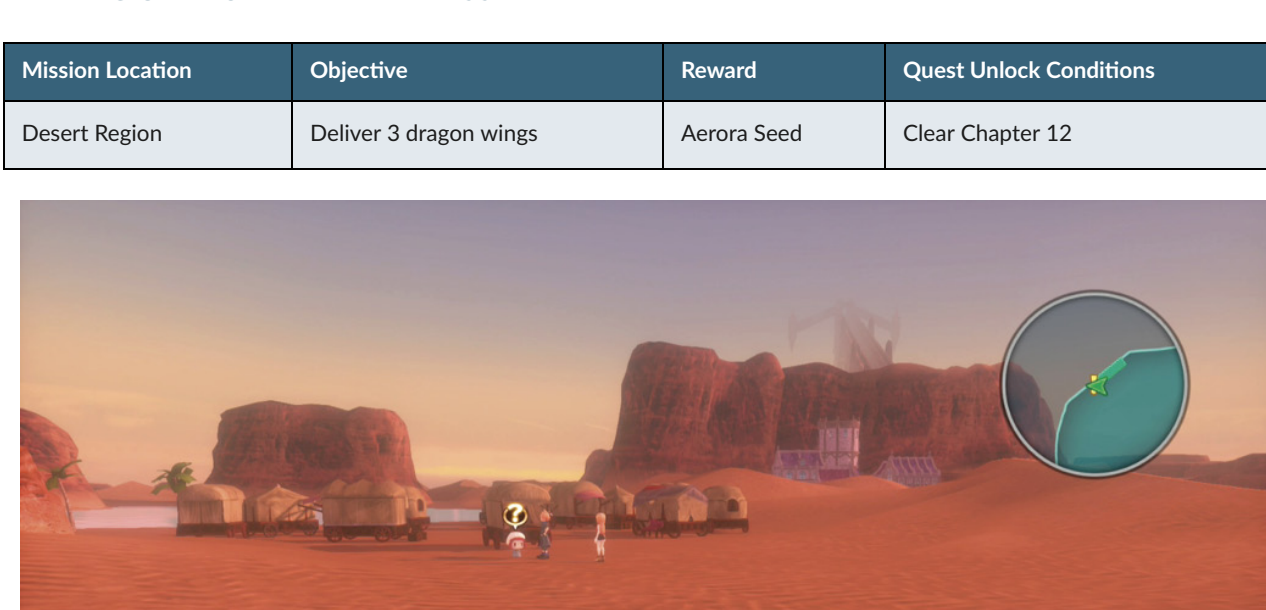
TAKING CARE OF BIZZY-IZZYNESS - V

Mission Location	Objective	Reward	Quest Unlock Conditions
Desert Region	Deliver 3 Fire spellstones	Fira Seed	Clear "Taking Care of Bizzy-izzyness – IV"

As you approached the merchant's shop, he rushed out to greet you. One of his clients wants some extremely rare items, and you're his only hope of finding them. Bring him 3 Fire spellstones.

THE BATTLE FOR TEATIME - I

Mission Location	Objective	Reward	Quest Unlock Conditions
Figaro Castle	Defeat 5 red captains	X-Potion	Clear Chapter 15



An irritated young woman has a mouthful to say about some nasty Mirages standing between her and a good cup of tea. Chase off the 5 red captains in the Watchplains that keep upturning her tea shipments!

THE BATTLE FOR TEATIME - II

Mission Location	Objective	Reward	Quest Unlock Conditions
Figaro Castle	Defeat 3 malboros	Turbo Ether	Clear "The Battle For Teatime – I"

You would think one band of tea thieves would be the end of it, but you'd be wrong! This time, 3 repugnant malboros have been raiding tea shipments in the Windswept Mire, and our tea lover needs you to see that they never touch her tea again.

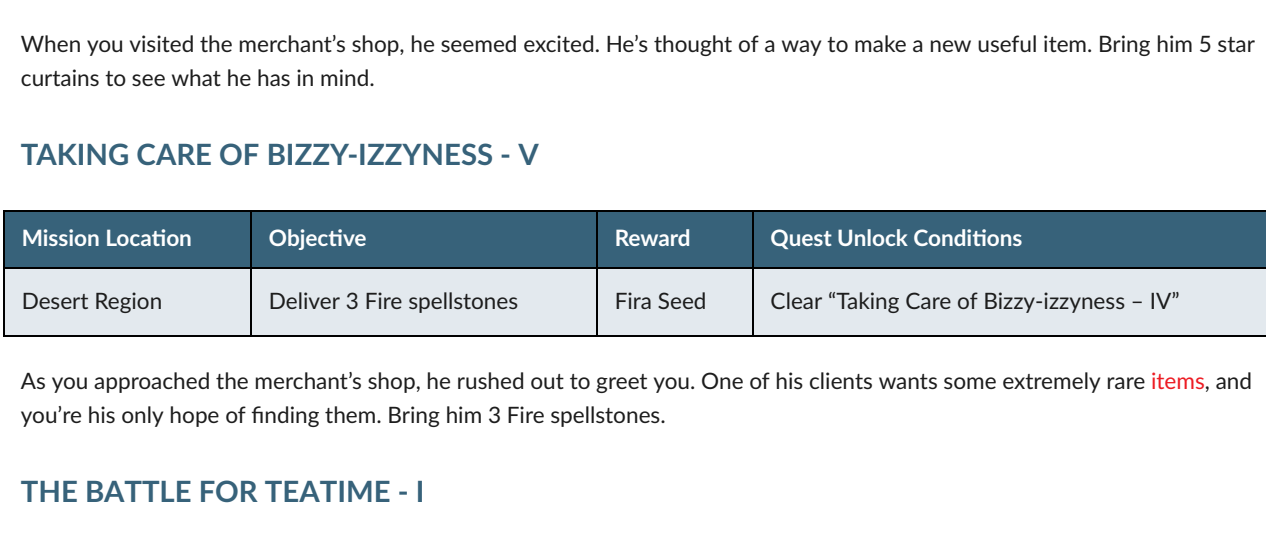
THE BATTLE FOR TEATIME – III

Mission Location	Objective	Reward	Quest Unlock Conditions
Figaro Castle	Defeat 5 unicorns	Defense+ Seed	Clear "The Battle For Teatime – II"

A cart carrying mounds and mounds of tea leaves is approaching town, but a group of Mirages has its sights set on it. Head out, deal with the 5 unicorns in the Crystal Tower, and protect that tea!

PICKING UP THE SLACKER'S SLACK

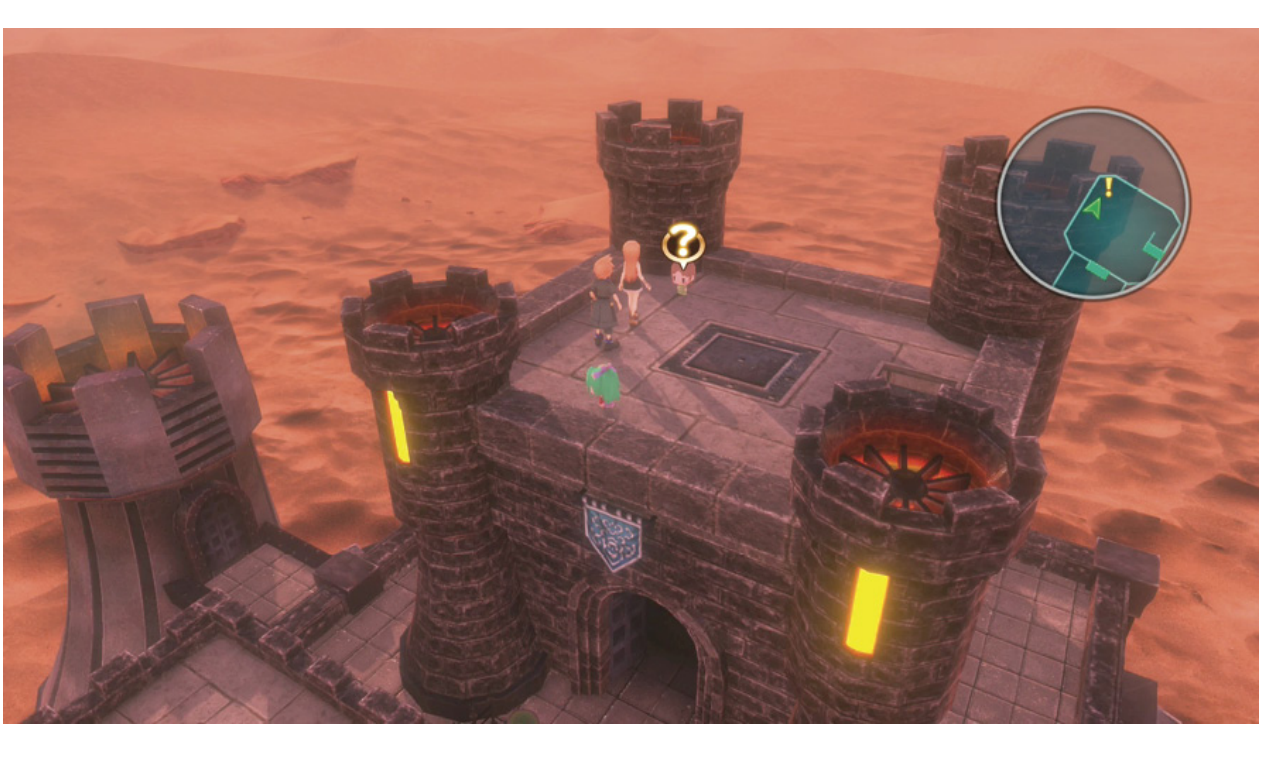
Mission Location	Objective	Reward	Quest Unlock Conditions
Figaro Castle	Defeat 10 sand worms	Earth Spellstone	Clear Chapter 15



You struck up a conversation with a bored-looking soldier, and he complained that injuries were keeping him from hunting down some beasties. Hey, mind taking out 10 sand worms in the Phantom Sands in his stead?

TAKING TROUBLE BY THE HORNS

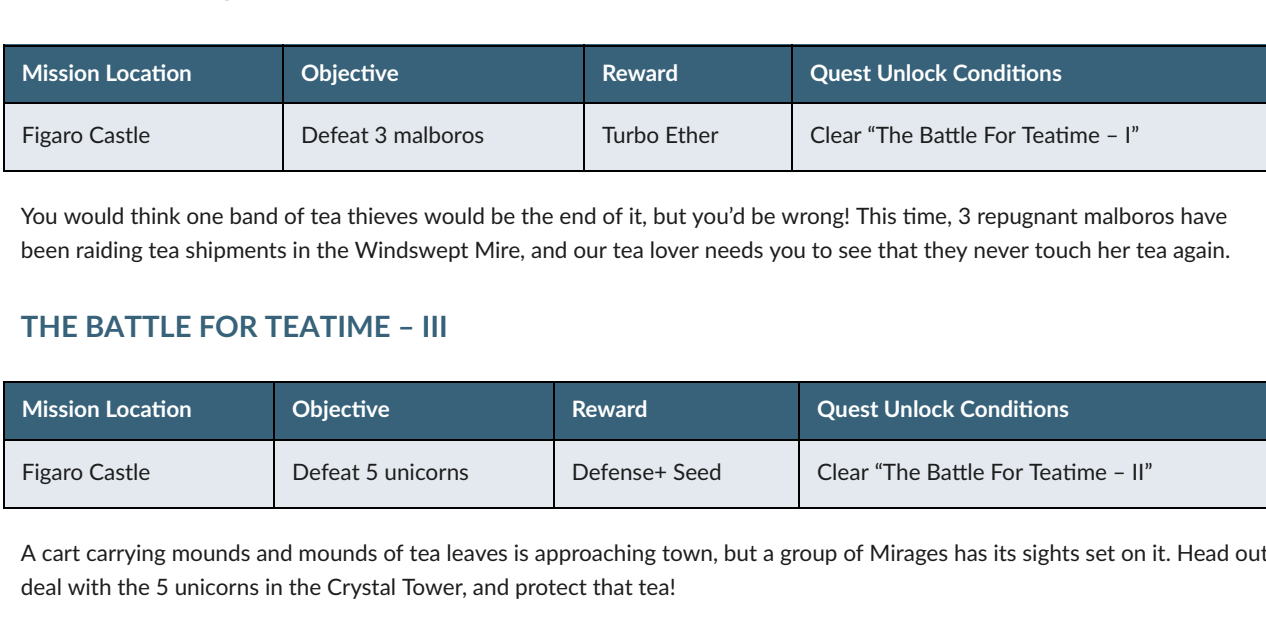
Mission Location	Objective	Reward	Quest Unlock Conditions
Tometown of the Ancients	Defeat 6 minotaurs	Abyss Seed	Clear Chapter 21



An extremely friendly merchant asked you to give a spanking to some troublesome Mirages hindering commerce. Take out 6 minotaurs on Big Bridge for the sake of the economy.

MIRAGE PANDEMONIUM

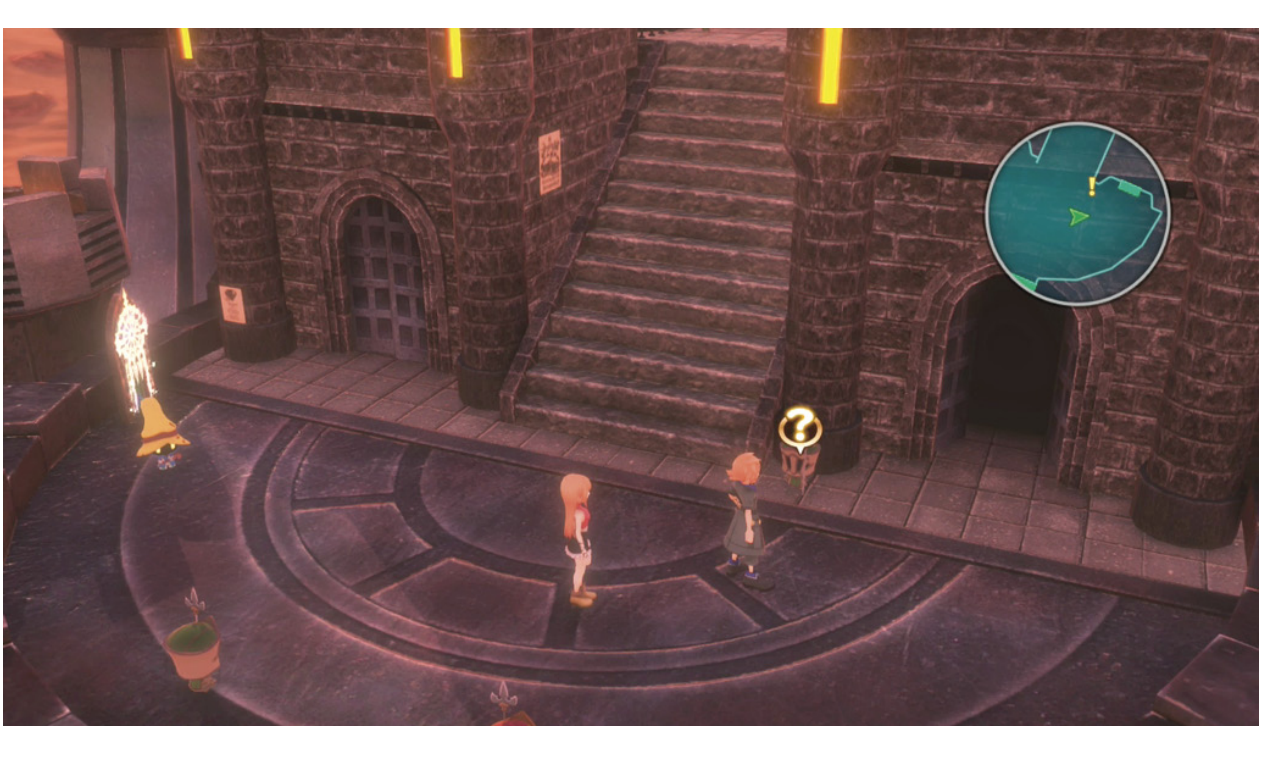
Mission Location	Objective	Reward	Quest Unlock Conditions
Tometown of the Ancients	Defeat 10 Mirages in the Train Graveyard	Slow Seed	Clear Chapter 17



Mirages are swarming in the Train Graveyard, endangering the town. Head to the Train Graveyard, and take out 10 Mirages to ensure the town's safety.

THE SPELLSTONE SCHOLAR

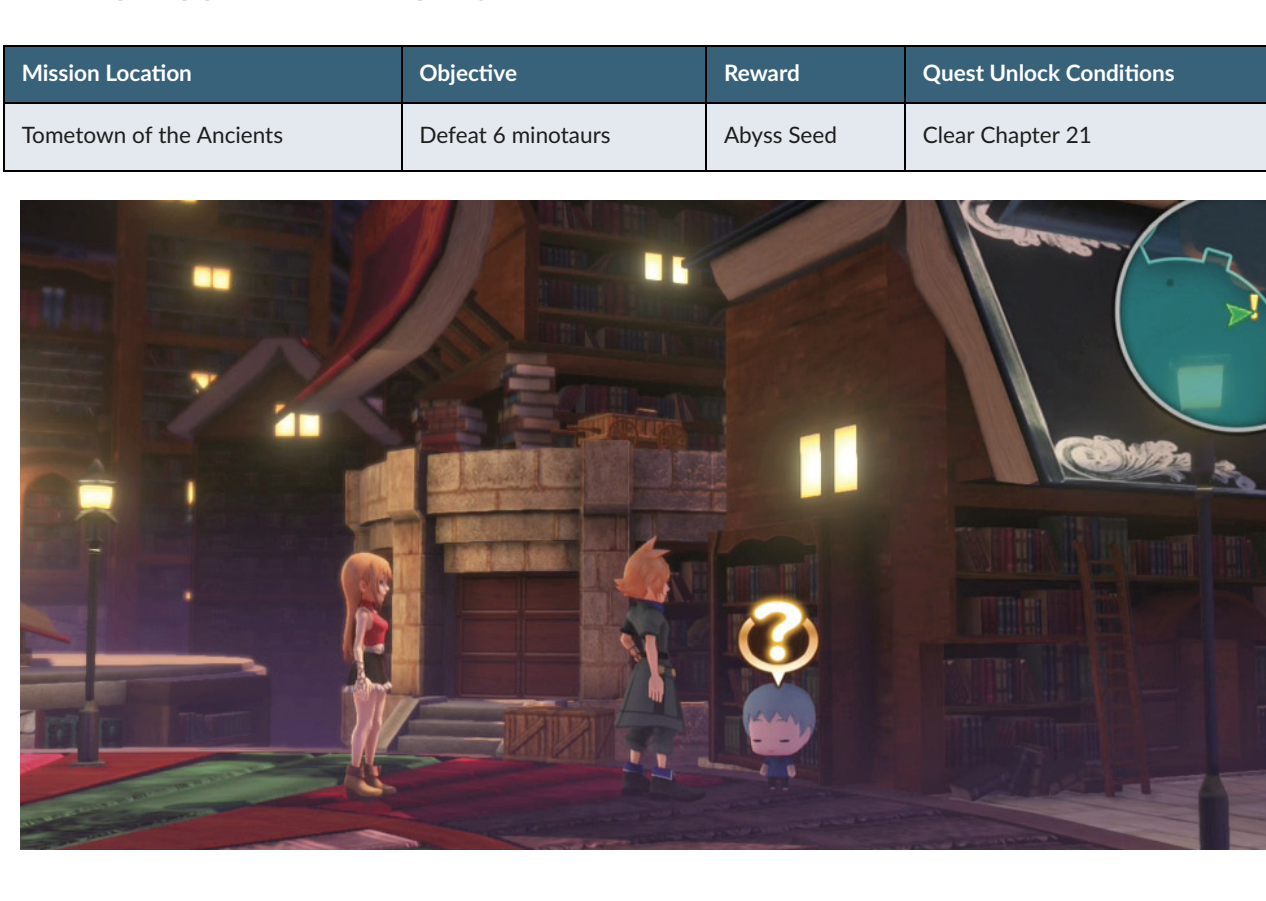
Mission Location	Objective	Reward	Quest Unlock Conditions
Tometown of the Ancients	Deliver 1 wind spellstone and 1 earth spellstone	Esuna Seed	Clear Chapter 17



A man in Tometown told you that he desperately needs spellstones for his research. Give him 1 wind spellstone and 1 earth spellstone, and see if that solves his problem.

THE SCARESEEKER

Mission Location	Objective	Reward	Quest Unlock Conditions
Tometown of the Ancients	Imprism an undead Mirage	Drain Seed	Clear Chapter 17, "Mirage Pandemonium," and "The Spellstone Scholar"NOTE: You may have to exit and reenter the town after completing the previous quests for this quest-giver to appear.

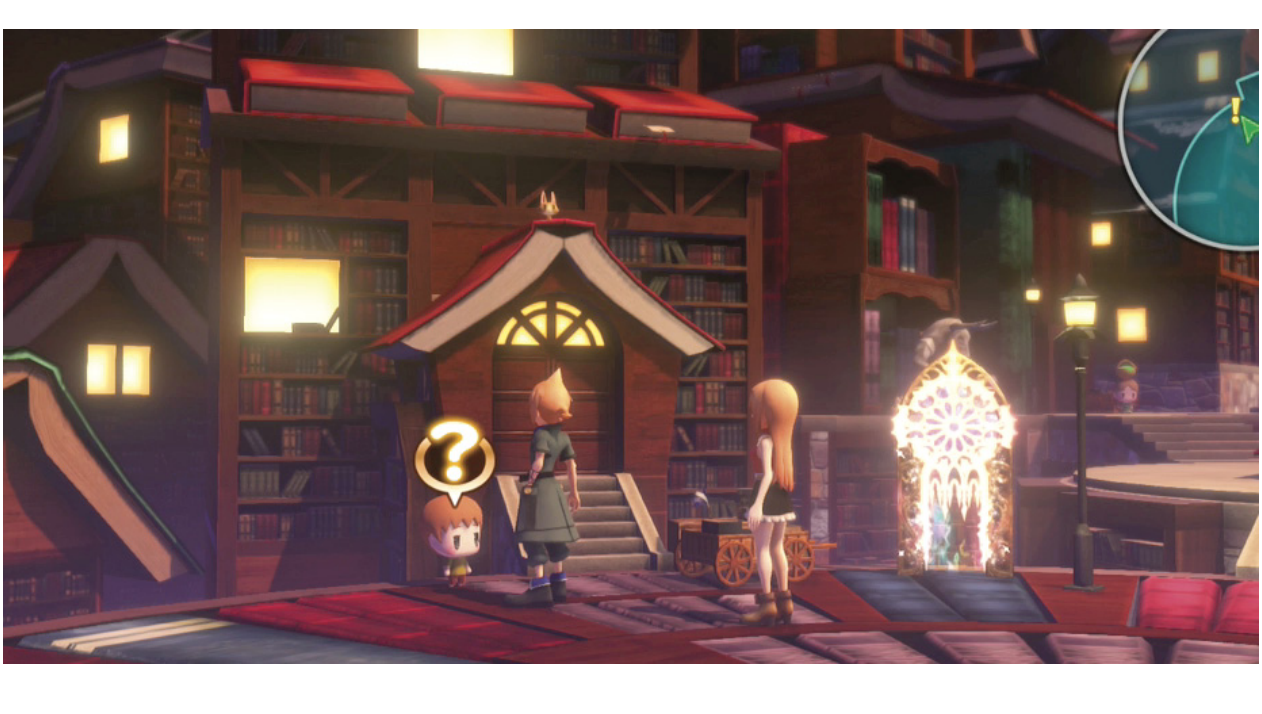


A pale, ghastly-looking man is wandering aimlessly about town. It turns out he just loves spooky things and begs you to show him a scary Mirage. Imprism and show him an undead Mirage, and see what happens.

Put an undead Mirage in your party. Any Mirage in the Undead Princess family will do. This means you can bring a deathskull, mordskull, metalliskull, or the princess herself!

A DANCER'S DILEMMA

Mission Location	Objective	Reward	Quest Unlock Conditions
Eclipsed Region – Train Station	Imprism a lady Mirage	Accuracy+ Seed	Clear Chapter 17

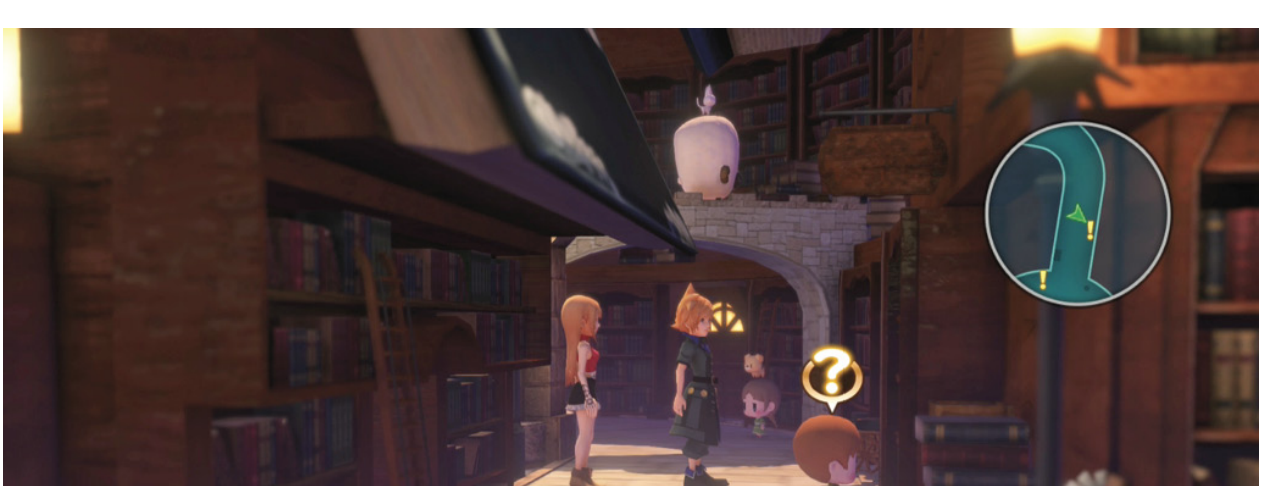


You met a dancer who feels like she's lost her edge, and she's looking for a glamorous Mirage to teach her some new moves. Bring her a lady Mirage to help her reclaim that boogie mojo.

Any female Mirage will do the trick here—including Tama! Whoever you choose, make sure to put them in your party in order to fulfill the requirements.

SCALING THE WALLS OF LOVE

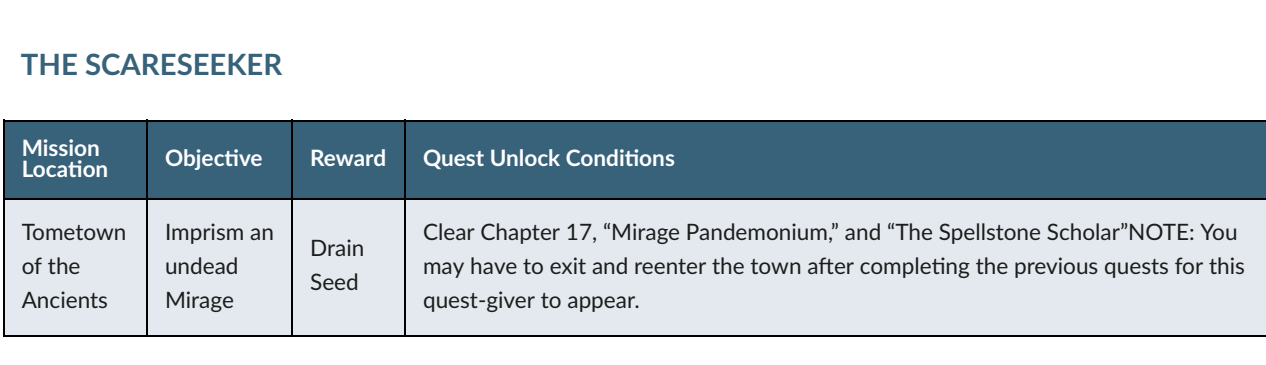
Mission Location	Objective	Reward	Quest Unlock Conditions
Port Besaid	Deliver 5 fish scales	Dispel Seed	Clear Chapter 17



A man groans, clutching an undelivered letter tight to his chest. He yearns to confess his love to his lady, but he needs 5 fish scales to do it. Help him out by becoming his fishy cupid of the sea.

THE YOUNG MIRAGE HUNTER - I

Mission Location	Objective	Reward	Quest Unlock Conditions
Shore	Fulfill the boy's request	3000 gil	Clear chapter 17



There's a boy who simply insists on seeing all sorts of Mirages. Find the Mirage he's after, and bring it back for a bit of show-and-tell.

"Okay, so, it's white, and fluffy, and it kinda looks like a tiny dog, but it isn't really a dog."

Add a white nakk to your party to fulfill this request.

THE YOUNG MIRAGE HUNTER - II

Mission Location	Objective	Reward	Quest Unlock Conditions
Shore	Fulfill the boy's request	4000 gil	Clear "The Young Mirage Hunter – I"

There's a boy who simply insists on seeing all sorts of Mirages. Find the Mirage he's after, and bring it back for a bit of show-and-tell.

"Okay, so, it's water-colored, it hops around, and it goes 'ribbit.' It's slimy and gross and awesome!"

Add a water toad to your party to fulfill this request.

THE YOUNG MIRAGE HUNTER - III

Mission Location	Objective	Reward	Quest Unlock Conditions
Shore	Fulfill the boy's request	5000 gil	Clear "The Young Mirage Hunter – II"

There's a boy who simply insists on seeing all sorts of Mirages. Find the Mirage he's after, and bring it back for a bit of show-and-tell.

"Okay, so, it's a shiny gold box with lots of diamonds! I thought it was a treasure at first, but nope!"

Add a mimic queen to your party to fulfill this request.

THE YOUNG MIRAGE HUNTER - IV

Mission Location	Objective	Reward	Quest Unlock Conditions
Shore	Fulfill the boy's request	6000 gil	Clear "The Young Mirage Hunter – III"

There's a boy who simply insists on seeing all sorts of Mirages. Find the Mirage he's after, and bring it back for a bit of show-and-tell.

"Okay, so, it's got a whole bunch of eyes, and a big mouth, and it stinks real bad."

Add a malboro to your party to fulfill this request.

THE YOUNG MIRAGE HUNTER - V

Mission Location	Objective	Reward	Quest Unlock Conditions
Shore	Fulfill the boy's request	7000 gil	Clear "The Young Mirage Hunter – IV"

There's a boy who simply insists on seeing all sorts of Mirages. Find the Mirage he's after, and bring it back for a bit of show-and-tell.

"Okay, so, it's like this huge robot you can ride around in!"

Add a Magitek armor to your party to fulfill this request.

THE YOUNG MIRAGE HUNTER - VI

Mission Location	Objective	Reward	Quest Unlock Conditions
Shore	Fulfill the boy's request	Wind Spellstone x3	Clear "The Young Mirage Hunter – V"

There's a boy who simply insists on seeing all sorts of Mirages. Find the Mirage he's after, and bring it back for a bit of show-and-tell.

"Okay, so, it's a pretty black cat with really big eyes. I guess the only bad part is that its face is kinda scary?"

Add a manticore to your party to fulfill this request.

THE YOUNG MIRAGE HUNTER - VII

Mission Location	Objective	Reward	Quest Unlock Conditions
Shore	Fulfill the boy's request	Earth Spellstone x3	Clear "The Young Mirage Hunter – VI"

There's a boy who simply insists on seeing all sorts of Mirages. Find the Mirage he's after, and bring it back for a bit of show-and-tell.

"Okay, so, it's a ghost with an orange mask and a really sharp choppy-thing!"

Add a mordskull to your party to fulfill this request.

THE YOUNG MIRAGE HUNTER - VIII

Mission Location	Objective	Reward	Quest Unlock Conditions
Shore	Fulfill the boy's request	Water Spellstone x3	Clear "The Young Mirage Hunter – VII"

There's a boy who simply insists on seeing all sorts of Mirages. Find the Mirage he's after, and bring it back for a bit of show-and-tell.

"Okay, so, it's like the king of the ocean! And it's even got built-in camouflage!"

Add a mega nightsqual to your party to fulfill this request.

THE YOUNG MIRAGE HUNTER - IX

Mission Location	Objective	Reward	Quest Unlock Conditions
Shore	Fulfill the boy's request	Lightning Spellstone x3	Clear "The Young Mirage Hunter – VIII"

There's a boy who simply insists on seeing all sorts of Mirages. Find the Mirage he's after, and bring it back for a bit of show-and-tell.

"Okay, so, it's an old man that shoots lightning and thunder, and he always spoils his granddaughter!"

Add a ramuh to your party to fulfill this request.

THE YOUNG MIRAGE HUNTER - X

Mission Location	Objective	Reward	Quest Unlock Conditions
Shore	Fulfill the boy's request	Ice Spellstone x3	Clear "The Young Mirage Hunter – IX"

There's a boy who simply insists on seeing all sorts of Mirages. Find the Mirage he's after, and bring it back for a bit of show-and-tell.

"Okay, so, it's a pretty lady covered in ice! She's even prettier than my mom!"

Add a shiva to your party to fulfill this request.

THE YOUNG MIRAGE HUNTER - XI

Mission Location	Objective	Reward	Quest Unlock Conditions
Shore	Fulfill the boy's request	Fire Spellstone x3	Clear "The Young Mirage Hunter – X"

There's a boy who simply insists on seeing all sorts of Mirages. Find the Mirage he's after, and bring it back for a bit of show-and-tell.

"Okay, so, it's a really tough-looking beast-man who's always on fire! Oh, and the lightning-man's always on his case, too."

Add an ifrit to your party to fulfill this request.

THE YOUNG MIRAGE HUNTER - XII

Mission Location	Objective	Reward	Quest Unlock Conditions
Shore	Fulfill the boy's request	Megalixir	Clear "The Young Mirage Hunter – XI"

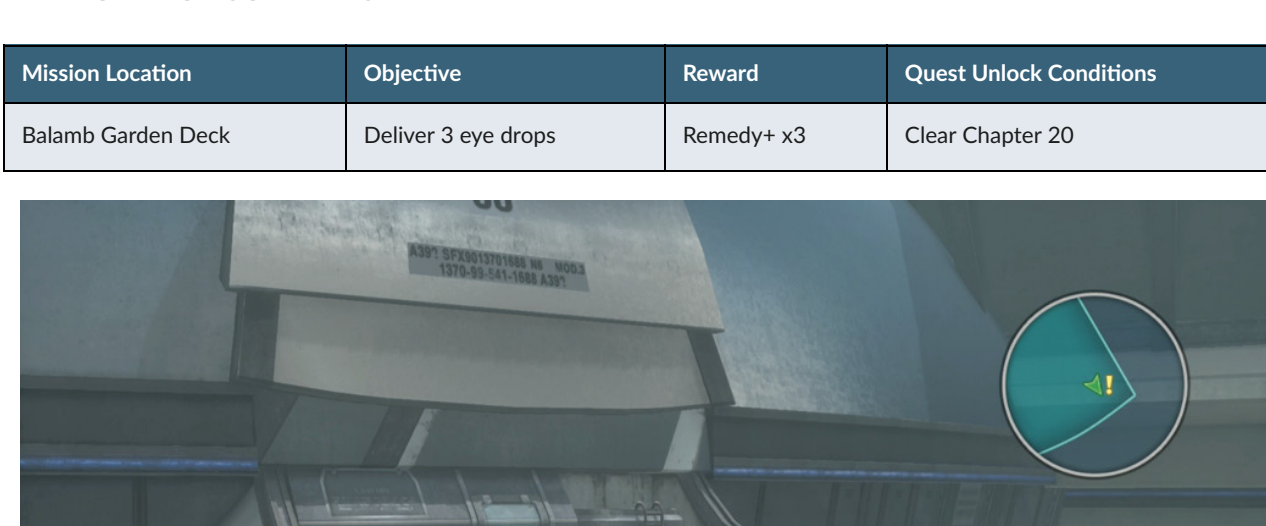
There's a boy who simply insists on seeing all sorts of Mirages. Find the Mirage he's after, and bring it back for a bit of show-and-tell.

"Okay, so, it's a big, white, really beautiful fox who's got lots of lives!"

Add Tamamohimé to your party to fulfill this request. Players should have this Mirage by the time they clear the Postscript.

A PLIGHT FOR SORE EYES

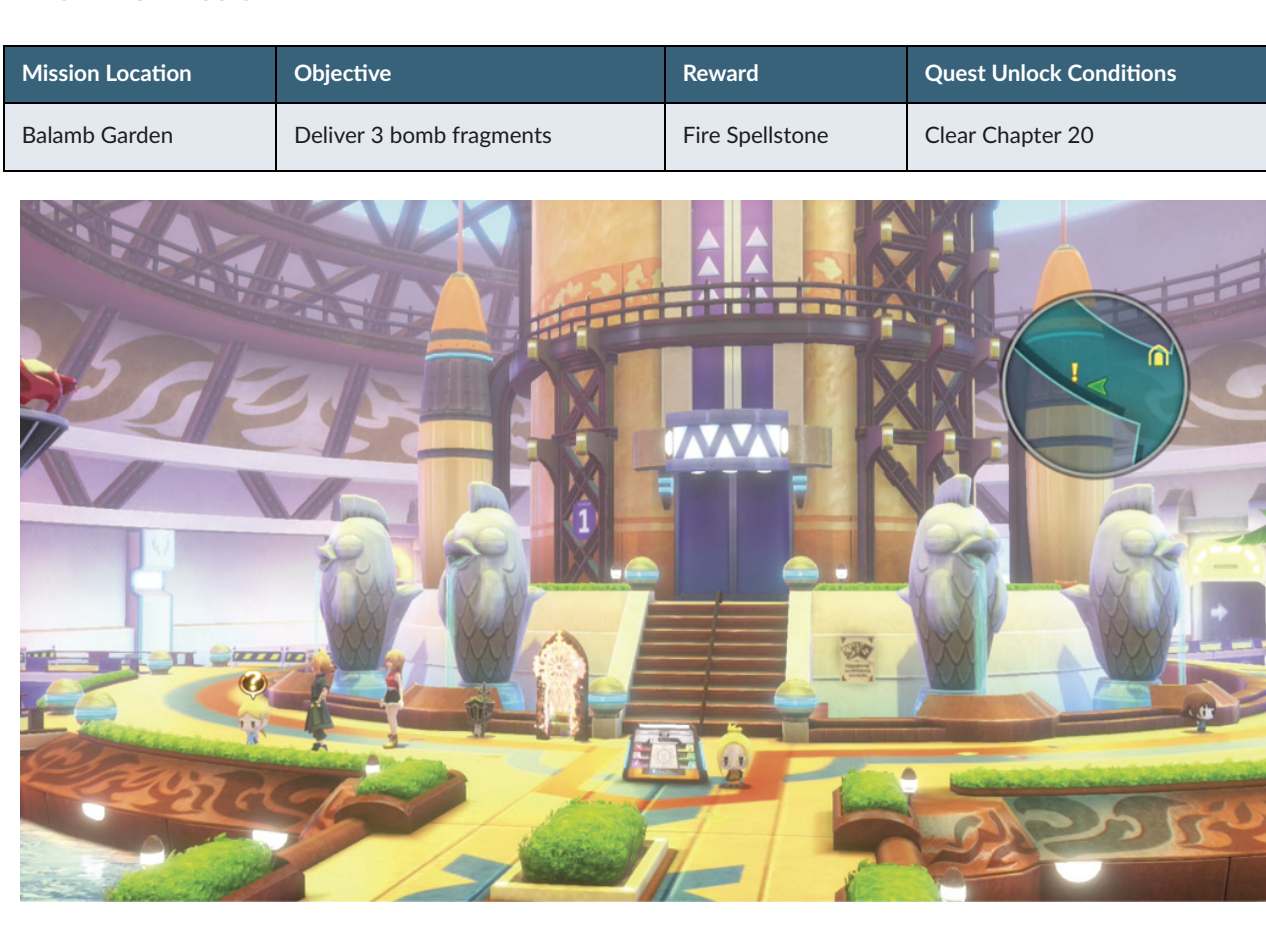
Mission Location	Objective	Reward	Quest Unlock Conditions
Balamb Garden Deck	Deliver 3 eye drops	Remedy+ x3	Clear Chapter 20



An exhausted-looking woman is complaining that her eyes hurt from working too hard. Bring 3 eye drops to help heal those baby blues.

RESEARCH ASSISTANT

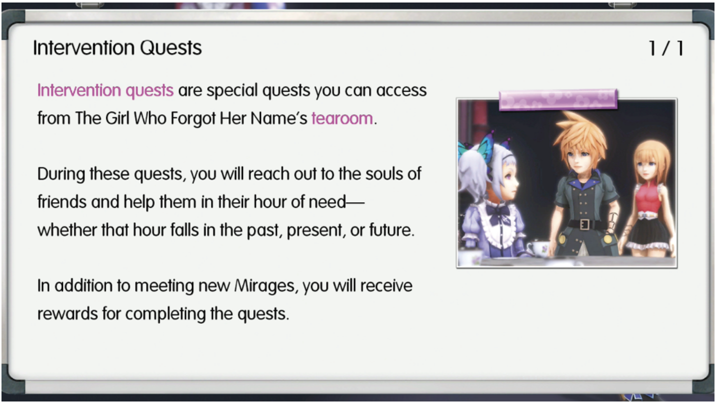
Mission Location	Objective	Reward	Quest Unlock Conditions
Balamb Garden	Deliver 3 bomb fragments	Fire Spellstone	Clear Chapter 20



A researcher is in a bind and needs 3 bomb fragments to finish her experiment. Help her science harder by bringing her those fragments.

Miniventures & The Coliseum

Intervention Quests at the Girl's Tearoom

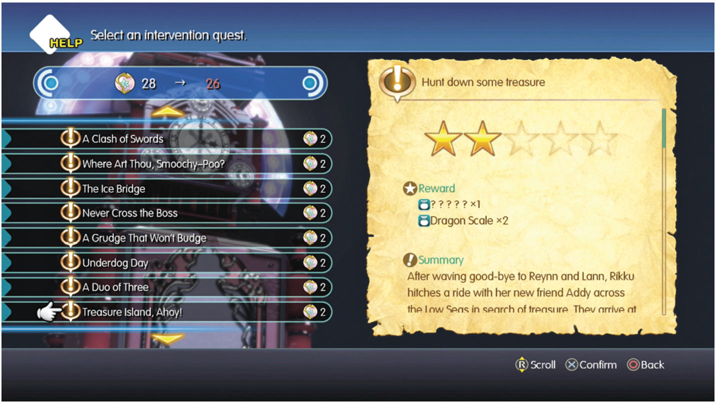


Intervention Quests 1 / 1

Intervention quests are special quests you can access from The Girl Who Forgot Her Name's tearoom.

During these quests, you will reach out to the souls of friends and help them in their hour of need—whether that hour falls in the past, present, or future.

In addition to meeting new Mirages, you will receive rewards for completing the quests.



Hunt down some treasure

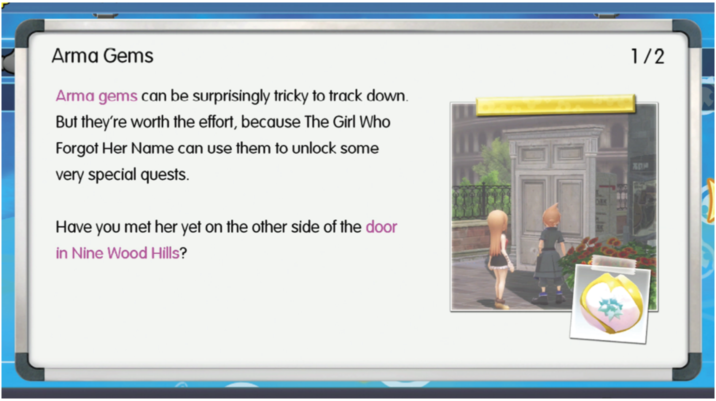
Reward
? ? ? ? ? ×1
Dragon Scale ×2

Summary
After waving good-bye to Reynn and Lann, Rikku hitches a ride with her new friend Addy across the Low Seas in search of treasure. They arrive at

From the beginning of Chapter 5 onward, traveling to Nine Wood Hills causes a mysterious door to appear. This door leads to the room of The Girl Who Forgot Her Name, and she has the ability to let Lann and Reynn travel through time and space using the power of fantasy. This opens up myriad opportunities for the two siblings to help out their friends in their times of greatest need.

To do so, however, they'll need arma gems.

ARMA GEMS

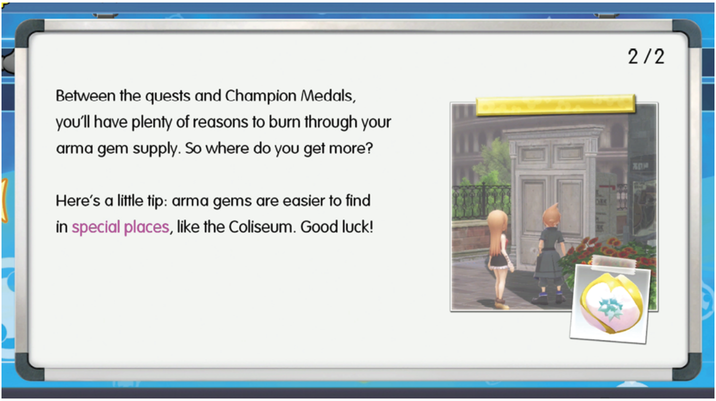


Arma Gems

1 / 2

Arma gems can be surprisingly tricky to track down. But they're worth the effort, because The Girl Who Forgot Her Name can use them to unlock some very special quests.

Have you met her yet on the other side of the door in Nine Wood Hills?



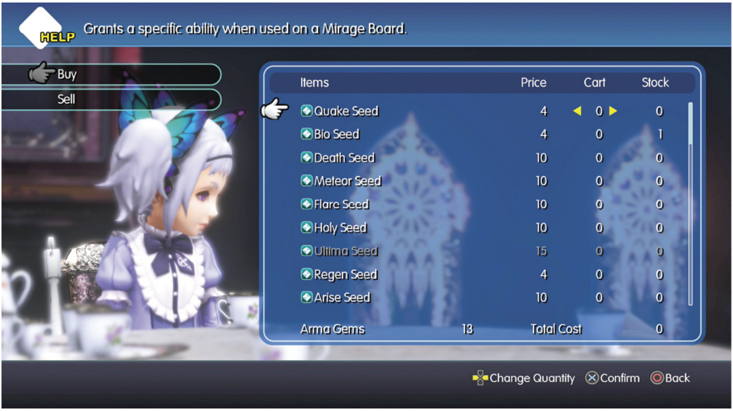
2 / 2

Between the quests and Champion Medals, you'll have plenty of reasons to burn through your arma gem supply. So where do you get more?

Here's a little tip: arma gems are easier to find in special places, like the Coliseum. Good luck!

Arma gems are special currency that can only be exchanged in the Girl's Tearoom. When you first find the Girl's Tearoom, there will be two uses for arma gems: buying Champion Medals for use in battle, and gaining entry to Intervention Quests that are unlocked over the course of the game.

Note that Intervention Quest attempts are a one-time purchase. You do not need arma gems to attempt an Intervention Quest from the second time onward.


Grants a specific ability when used on a Mirage Board.

Items	Price	Cart	Stock
Quake Seed	4	0	0
Bio Seed	4	0	1
Death Seed	10	0	0
Meteor Seed	10	0	0
Flare Seed	10	0	0
Holy Seed	10	0	0
Ultima Seed	15	0	0
Regen Seed	4	0	0
Arise Seed	10	0	0

Arma Gems 13 Total Cost 0

Completing all (non-DLC) intervention quests and buying all of the Champion Medals in the shop will unlock the ability to purchase seeds in the Girl's Room.

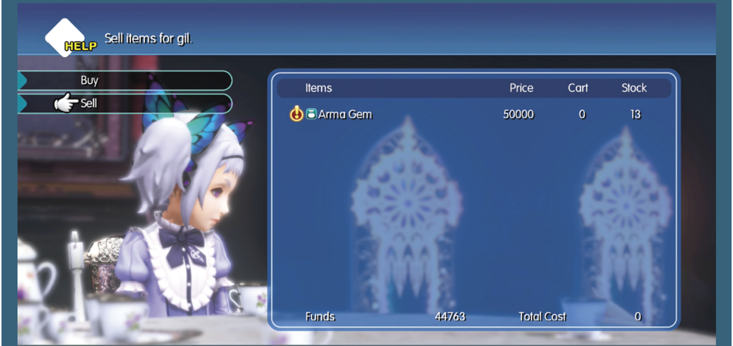
You can earn arma gems by:

- Defeating bosses in the main story
- Winning online Coliseum Battles (there is a very small chance of an arma gem showing up in your post-match spoils)
- Defeating enemies in the EX Dungeons (see the **Post-Ending** section of the walkthrough for more on this)

You can hold up to 99 arma gems, so be sure to expend them if you find yourself nearing that amount.

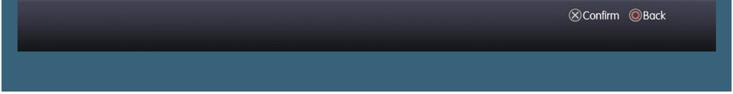
BUT WAIT, THERE'S MORE!

In the post-ending, arma gems have a fourth use: they can be sold to The Girl Who Forgot Her Name for a whopping 50000 gil! Obtain as many as possible so you can outfit your party with the best items and abilities!


Sell items for gil.

Items	Price	Cart	Stock
Arma Gem	50000	0	13

Funds 44763 Total Cost 0



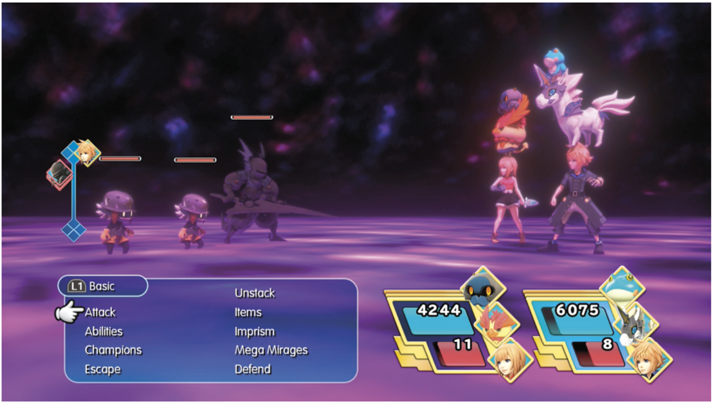
LIST OF INTERVENTION QUESTS

The Girl Who Forgot Her Name

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Help the WOL	Bahamutian Soldier, Goblin x2	2	1	Ether x3	Ether	Start Chapter 5 and discover the Girl's Room

Warrior of Light

After all, she likes spending time with her subjects. You were mistaken to search here.



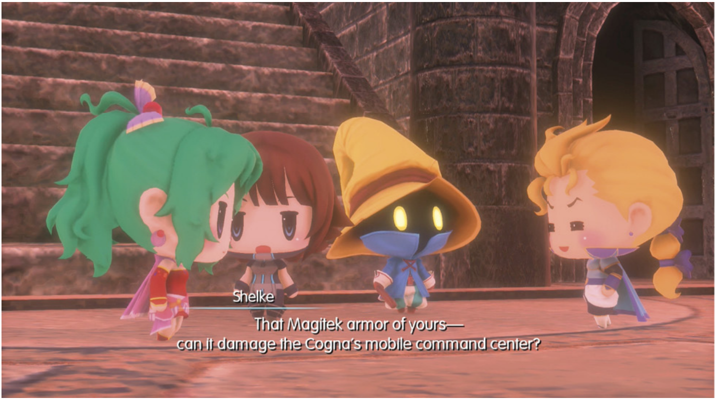
The Warrior of Light patrols the streets of Cornelia, keeping good citizens safe. In other words, just another day on the job. But it looks like today's going to be interesting, for he spots a suspicious figure on the castle walls...

You've seen these baddies in the Watchplains, and they're no easier or tougher here. Whacking them with your strongest attacks will send them flying in no time—however, if you want to imprism the goblins, defeat the Bahamutian Soldier first. The Bahamutian Soldier, however, cannot be imprismed.

The Five Cogna Lords: Figaro

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Stop the five Cogna Lords	Entom Soldier Stack (Entom Soldier, Security Eye) Death Machine Stack (Death Machine, Security Eye), OR Entom Soldier Stack (Entom Soldier, Security Eye) Magna Roader (Purple),	2	4	Entom Soldier Memento, Hi-Potion x2, Maduin Memento (if mini-game is won without losing any units)	Potion x2	After the Cogna are introduced in Chapter 21. Talk to Serafie in the airship to receive a rumor and unlock the quest.

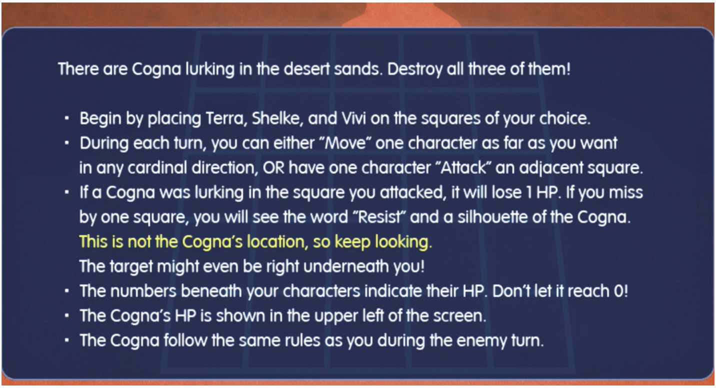
	OR Entom Soldier Stack (Entom Soldier, Searcher)					



Shelke

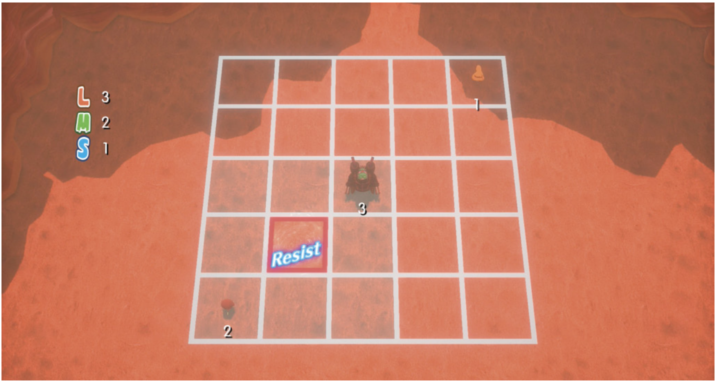
That Magitek armor of yours—
can it damage the Cogna's mobile command center?

A legion of Cogna surge against the walls of Figaro Castle. Edgar and his allies Shelke and the Black Mages can barely hold back the mechanical tide, but how long can they last? They hatch a plan; if they can find and destroy the Cogna's mobile command center, they might just be able to save Figaro after all…

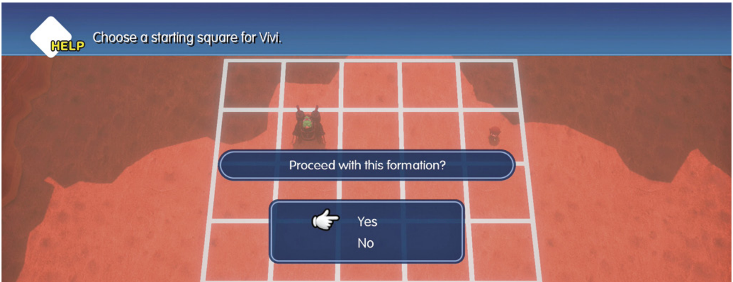


There are Cogna lurking in the desert sands. Destroy all three of them!

- Begin by placing Terra, Shelke, and Vivi on the squares of your choice.
- During each turn, you can either "Move" one character as far as you want in any cardinal direction, OR have one character "Attack" an adjacent square.
- If a Cogna was lurking in the square you attacked, it will lose 1 HP. If you miss by one square, you will see the word "Resist" and a silhouette of the Cogna. This is not the Cogna's location, so keep looking. The target might even be right underneath you!
- The numbers beneath your characters indicate their HP. Don't let it reach 0!
- The Cogna's HP is shown in the upper left of the screen.
- The Cogna follow the same rules as you during the enemy turn.

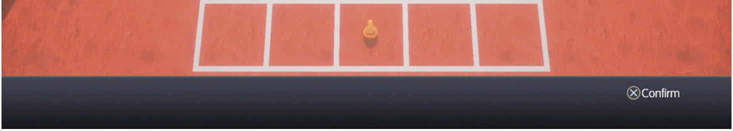


The first part of this quest is a battle of tactics. The object here is to position your units (Terra, Vivi, and Shelke) adjacent to the enemy and attack. There's just one catch: the enemy is invisible at all times!



Choose a starting square for Vivi.

Proceed with this formation?



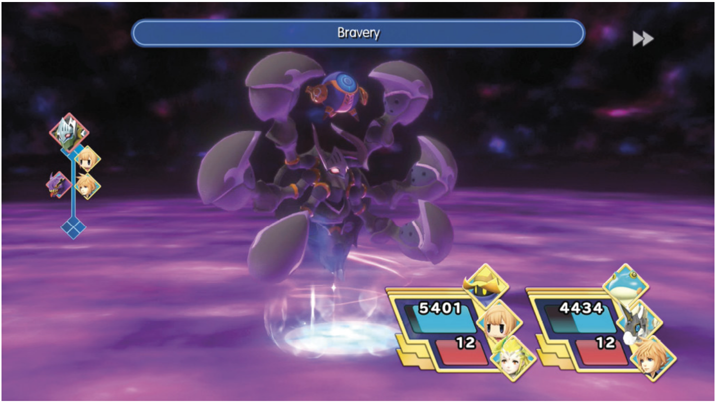
Here are a few important tips to make your life easier:

- Split your forces up to cover the most ground when deploying your units. The best deployment leaves only four squares out of attack range of any of your units.
- The enemy will almost always retreat after being hit, and they will invariably move to the farthest available square. For example, an enemy hit on Row 2/Column 1 will retreat to Row 2/Column 5.
- As the instructions say, sometimes the target can be directly under you. In other words, if you're getting Resists all over the place, try moving alongside a square. Alternatively, if you have another character nearby, you can have them attack the square your first character is on.
- If you get hit, move immediately. It's tempting to counterattack, but if you don't already know where they are, you're taking a gambling chance on landing a hit. Once the enemy has found you, however, it knows exactly where to strike again.
- You can only move up, down, left, or right, but you can attack diagonally.
- If you lose a unit, don't get discouraged! Stay in the fight. Perseverance and wits are more important than numbers.

Take out all of the enemies on the grid to win. If you win without losing any units, you'll nab a maduin memento and get a secret cutscene.

Reynn

Good! Now's our chance!
5825
11
6075
8



You can also either lose the mini-game or skip it by bringing up the pause menu, both without without hindering story progression. If you do lose or skip the battle, the quest will complete, and you'll receive the rewards noted in the above table. However, if you win (regardless of whether or not units were lost), you'll be taken to a Cogna battle with any of the possible enemy combinations—noted, once again, in the above table. Bring your thunder and water abilities, and you'll have an easy time. If a magna roader shows up to the party, use ice abilities on it. If you win the mini-game but lose the Cogna battle, no rewards will be received!

Attempting this mini-game once will unlock it for play in the Twins' Room.

The Five Cogna Lords: Cornelia, Part I

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Stop the five Cogna Lords	Ramewl ★ (if mini-game is completed)	2	4	Ramewl Memento, Hi-Ether x2	Ether x2	After the Cogna are introduced in Chapter 21. Talk to Serafie in the airship to receive a rumor and unlock the quest.

Warrior of Light

Good luck, Lightning, Eiko.
And my princess, Sarah.

The WOL continues to fight tirelessly to protect Cornelia. Meanwhile, Lightning heads to the Nether Nebula in search of the Judgment Staff, their one hope of taking down the Cogna besieging their city.

In this mission, you'll be playing a mini-game where Lightning races through the Nether Nebula. Hold up on the analog stick to move through the cave, and slash at Mirages when they get close using the correct buttons.

There is a two minute time limit for completing the mini-game.

If you're playing on PlayStation 4, the buttons that you must press to strike each Mirage correspond to the colors of the symbols on the DualShock 4's face buttons. For the red Mirages, press ○ ; for the light blue Mirages, press ✕ ; and for the aqua Mirages, press △ .

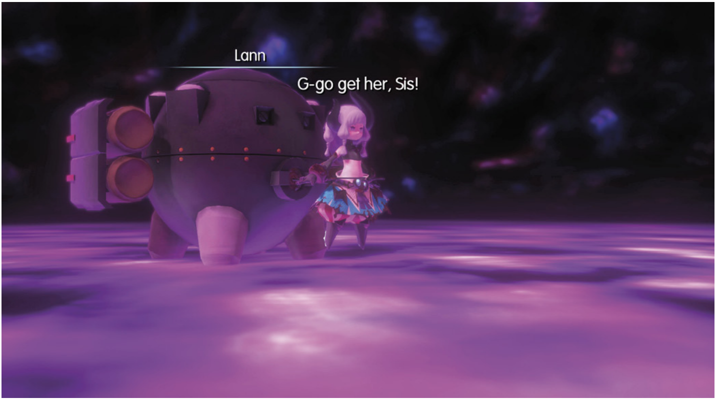
If you don't care about technique and just want to finish the mini-game holding forward and rapidly tapping any of the above buttons will let you get there pretty easily. You can choose to skip this mini-game entirely through the pause menu if you want. The story will continue.

Attempting this mini-game once will unlock it for play in the Twins' Room.

Thundaga
3693
12
4786
9

Ramuh

Ha ha ha! I knew it.
You two are here after all.



Lann

G-go get her, Sis!

If you beat the mini-game, you'll fight Ramuh ★ 's granddaughter, Ramewl ★ .

Ramewl ★ is very weak to the earth and dark elements, and slightly weak to fire and light. At the beginning of the battle, she'll cast Regen on herself and heal over 1000 HP every turn. If you can't power through that type of constant healing, bring Dispel to the battle. Otherwise, watch out for some powerful physical attacks and the mighty Heaven's Wrath, which hits the entire party with thunder damage multiple times. Bring some of your own thunder-based Mirages to mitigate the damage.

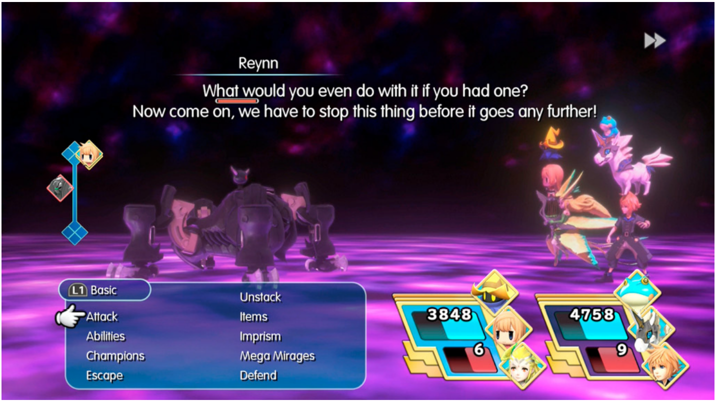
The Five Cogna Lords: Cornelia, Part II

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Stop the five Cogna Lords	Omega	0	4	Omega Memento, Phoenix Pinion x2	Phoenix Down x2	Clear "The Five Cogna Lords: Cornelia, Part I"

Lightning returns to Cornelia with the Judgment Staff. It's finally time to strike back at the Cogna!

Warrior of Light
It's over, Cogna!

Like most machines in the game, water and thunder attacks are your best friends against Omega. Watch out, though—Omega has area-of-effect spells at its disposal, as well as the ability to cast Reflect on itself early into the fight. When Omega gets low on HP, it can also cast Berserk and Haste on itself via its Destroyer ability.



Reynn

What would you even do with it if you had one?
Now come on, we have to stop this thing before it goes any further!

Whirlwind
4538
12
5045
7

The Five Cogna Lords: Nibelheim

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions

Stop the five Cogna Lords	Supraltima Weapon	2	4	Remedy x2	Pick-Me-Up x2	After the Cogna are introduced in Chapter 21. Talk to Serafie in the airship to receive a rumor and unlock the quest.

Tifa

That's...how many?

Cloud

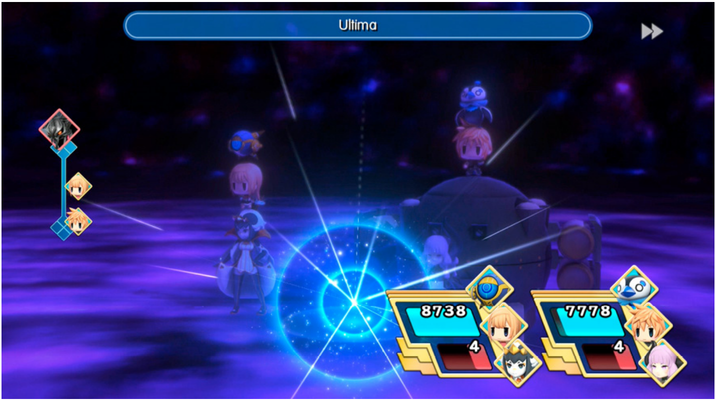
If it's alive it can die, so let's hit it till it does.
As many times as it takes.

Tifa and Cloud have fought the Cogna devastating Babil time and time again, but the thing never seems to show any signs of wear and tear. With Rydia's help—and some backup from Reynn and Lann—the group settles in for a long, drawn-out battle within this wellspring of Cognatic life.

Fighting Supraltima Weapon initially appears to be futile—its HP is high enough that even Libra won't show it, it has great defense, resists all status ailments, and has no real elemental weaknesses. There is hope, however, and that hope lies in endurance.

Heed Cloud's and Tama's words: keep hitting Supraltima Weapon with your strongest magic while surviving its assault, and you'll slowly whittle away its health. This is easier said than done, seeing as Full Power! hits single enemies for loads of damage, and Ultima hits your whole party for even more. It helps to have plenty of restoratives—or even better, Cura or Curaga—in your arsenal.

Hold out for long enough, and you'll leave the mission automatically. Challenge it again, and Supraltima Weapon will have the same lowered amount of HP from before! Fight, rinse, and repeat until you're victorious.

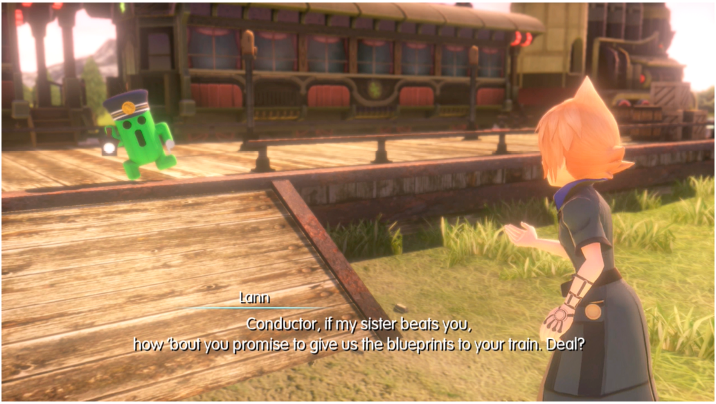


5822
12
6159
12

Even if your party falls in battle, Supraltima Weapon's HP still won't reset, so fight your hardest no matter what and take off as much HP as possible.

The Five Cogna Lords: Tometown, Part I

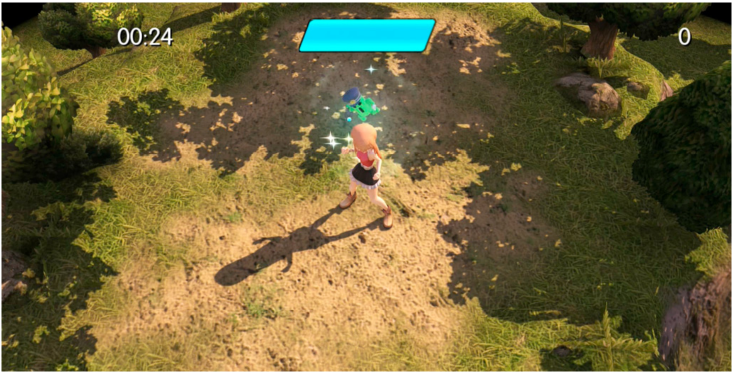
Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Stop the five Cogna Lords	Cactuar Conductor (...sort of)	2	3	Hi-Potion x2	Potion x2	After the Cogna are introduced in Chapter 21. Talk to Serafie in the airship to receive a rumor and unlock the quest.



Lann
Conductor, if my sister beats you,
how 'bout you promise to give us the blueprints to your train. Deal?

Reynn
Here I come!

A locomotive Cogna has been harrying Tometown, appearing and disappearing seemingly without rhyme or reason. Celes and Cid are at a loss as to how to pin down this elusive foe, but Reynn and Lann have an idea. What they need is some good ol'-fashioned train know-how, so they go looking for an expert...



It's time for Reynn to get her rematch against the Cactuar Conductor (long story)! Use the analog stick to point Reynn in the direction of any cactuar, then press any face button to strike. As the cactuars pop in and out of view, you'll want to look out for the Cactuar Conductor, who is extremely hard to hit, as he will only ever appear onscreen for a split second. In this case it's helpful to know Reynn's punch animation is ever-so-slightly faster than her kick animation.

Reynn

Wa-hooooooo! Yeah!

Use her punches (○ or △) over her kicks (□ or ✕) to increase your chances of hitting the Conductor.

Completing this mini-game will unlock a high-score version of it for play in the Twins' Room. Here are some extra tips if you feel like whacking more cactuars:

- If you want to play it safe, Reynn can only reliably strike up to three cactuars with punches before they disappear. Therefore, it's better to only ever go for three cactuar and then stop. Any missed strikes result in a great loss of HP!

- If you don't want to play it safe, then take advantage of the fact that you can cancel Reynn's punch animation into a kick right as the punch finishes. The timing is tight, but you can go for four cactuars with a punch > kick > punch > kick combo!
- If the Cactuar Conductor shows up, prioritize him, as he usually disappears first amongst all the cactuars on-screen. He's also worth more points, as are gigantuars.

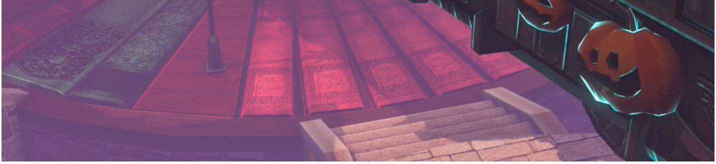
If you manage to hit the Cactuar Conductor, or even if you don't, feel free to move on when the game is over, as it is optional to actually progressing the story.

The Five Cogna Lords: Tometown, Part II

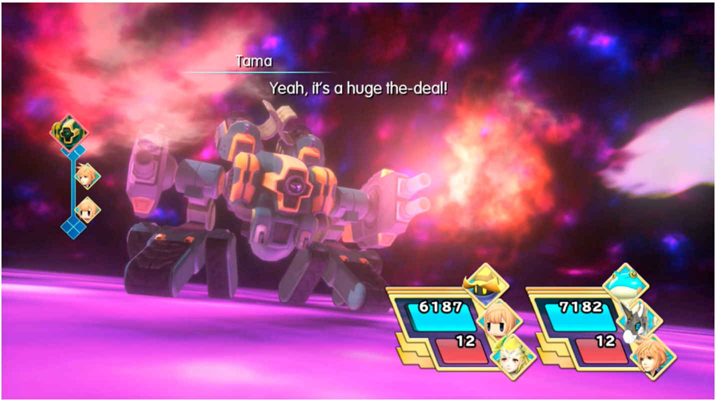
Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Stop the five Cogna Lords	War Machine	0	4	War Machine Memento, Hi-Ether x2	Ether x2	Clear "The Five Cogna Lords: Tometown, Part I"

Squall

Bingo. Right on schedule.

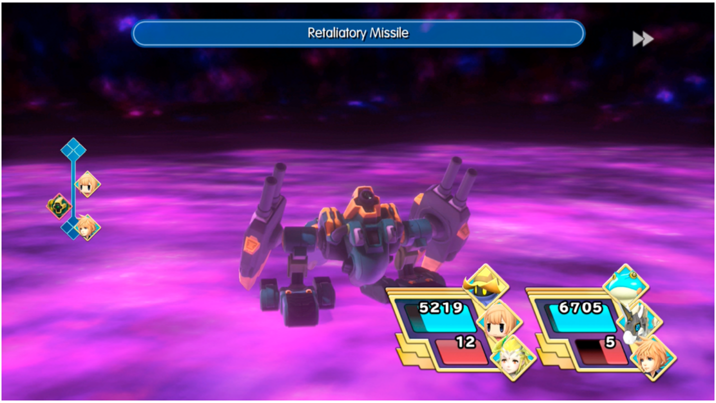


Thanks to the Cactuar Conductor's expertise, the twins succeed in luring the Cogna to where Squall and Celes wait.



Tama

Yeah, it's a huge the-deal!

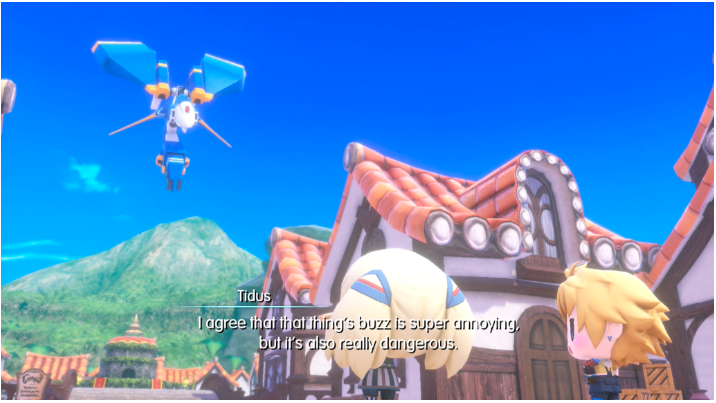


Retaliatory Missile

You've fought enemies exactly like this one of other colors by now, and the same strategies apply. Bust out the water and thunder while watching out for the heavy artillery! The war machine will also counterattack if you strike it with physical attacks.

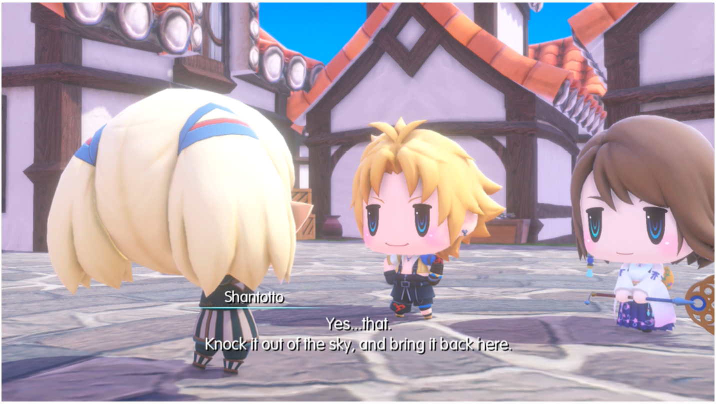
The Five Cogna Lords: Port Besaid

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Stop the five Cogna Lords	Einhänder	2	4	Einhänder Memento, Phoenix Pinion x2	Phoenix Down x2	After the Cogna are introduced in Chapter 21. Talk to Serafie in the airship to receive a rumor and unlock the quest.



Tidus

I agree that that thing's buzz is super annoying, but it's also really dangerous.



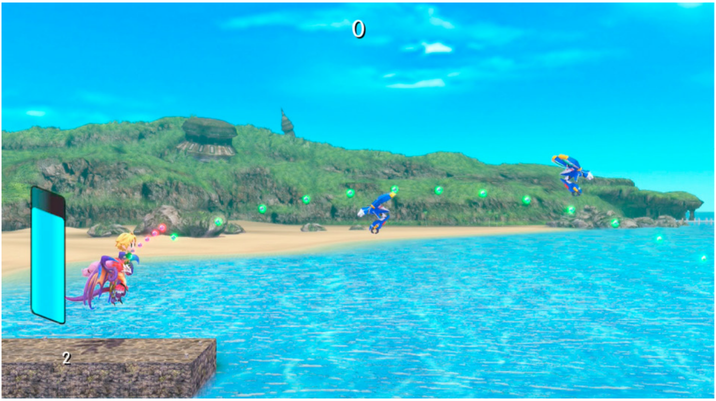
Shantotto

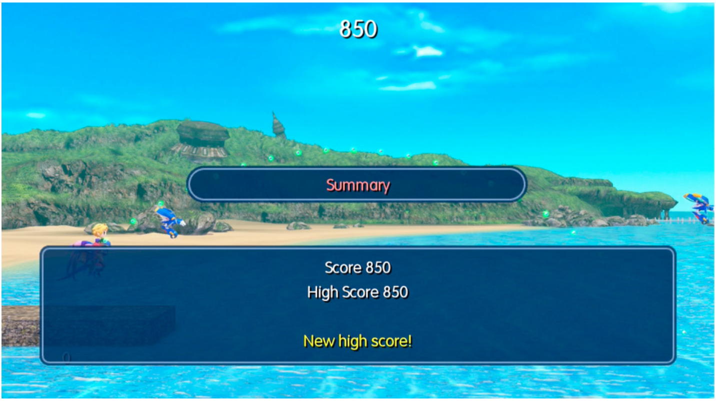
Yes...that.
Knock it out of the sky, and bring it back here.

A dangerous Cogna circles the skies over Besaid, and Shantotto, Tidus, and Yuna are having trouble bringing it down. Shantotto, ever her brilliant self, comes up with a plan, and Tidus heads out to fight the Cogna.

Einhänders fly across the sky in this mini-game. Tidus rides on valefor, kicking blitzballs in an attempt to bring one down.

For the best chance of netting an einhänder, go for a high angle and a high power level on the bar, while ensuring that one of them is close to Tidus.





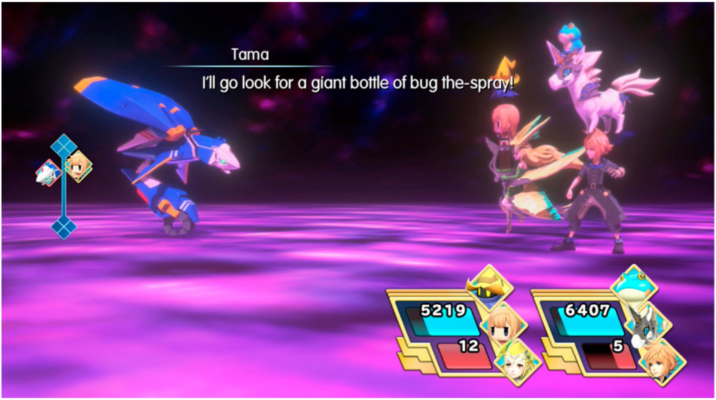
Summary

Score 850
High Score 850

New high score!

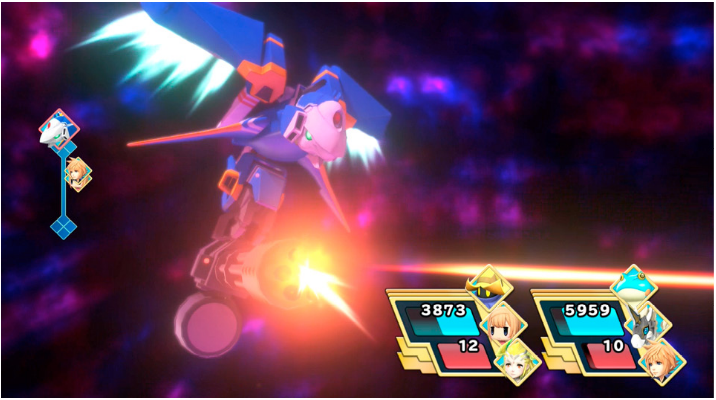
If you're playing for points, you get more of them the farther away from Tidus an einhänder is when it has been tagged. Also, sometimes an astrea (which looks like a black and red einhänder) will show up. Smack it for more points.

Letting loose with maximum power allows the launched blitzball to pierce through multiple enemies, meaning you can hit more than one enemy with a single ball!



Tama

I'll go look for a giant bottle of bug the-spray!



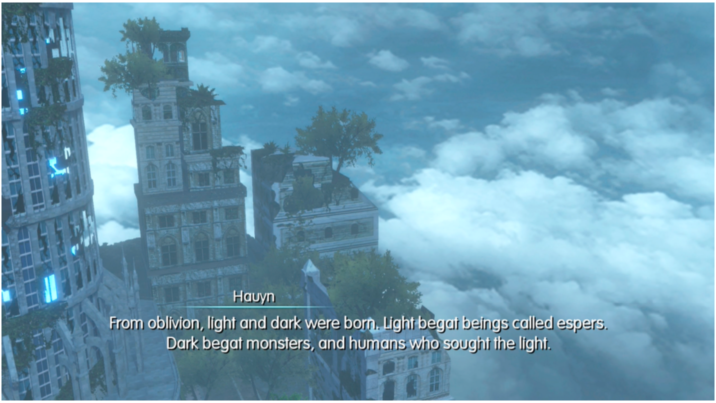
Hit one einhänder to complete the mini-game. You can also lose and then give up the mission to progress the story.

Attempting this mini-game once will unlock it for play in the Twins' Room.

Taking on an einhänder in a straight-up fight means dousing it with water and shocking it with thunder, while guarding/healing against its flashy Blades attack.

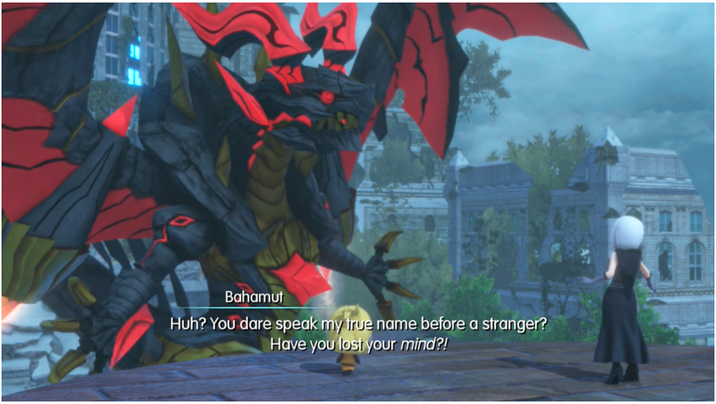
The Demon Dyad Revealed

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Restrain Bahamut	Bahamut ★	2	5	Phoenix Pinion x2 A successful encounter with Bahamut ★ also yields his prismarium along with the Girl's Diary, Entry 7.	Phoenix Down x2	Reach the Postscript



Hauyn

From oblivion, light and dark were born. Light begat beings called espers. Dark begat monsters, and humans who sought the light.

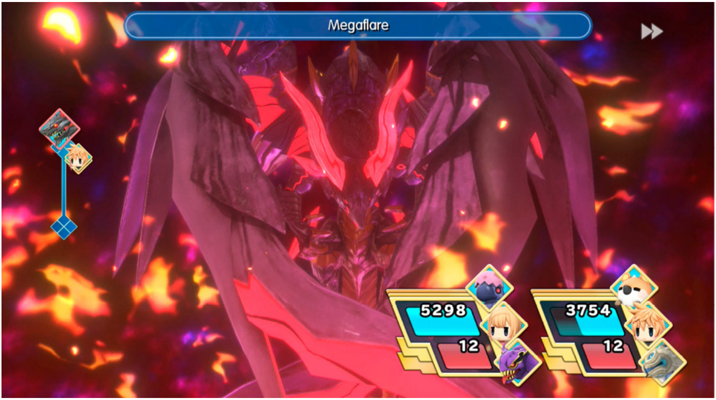


Bahamut

Huh? You dare speak my true name before a stranger? Have you lost your *mind?!*

Hauyn and Quistis journey to the abandoned ruins of the Grymoirian Nine Wood Hills. They spend a short spell speaking of times long past, but are interrupted by an enraged Bahamut.

When recruiting the Pleiad, you'll probably want to go for Bahamut last. His attacks are even more forceful than his voice. Also, his HP is hidden and he's immune/resistant to just about everything.



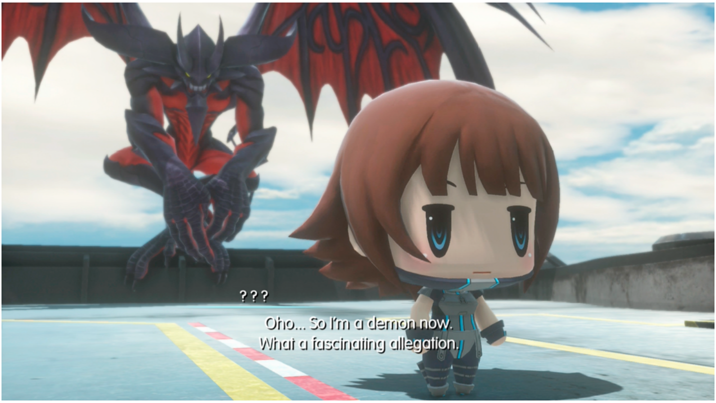
5298
12
3754
12

Bahamut has exactly one weakness, though, and that's light attacks. Bring Banishra, and you'll definitely have an easier time since you'll have something that can actually scratch him.

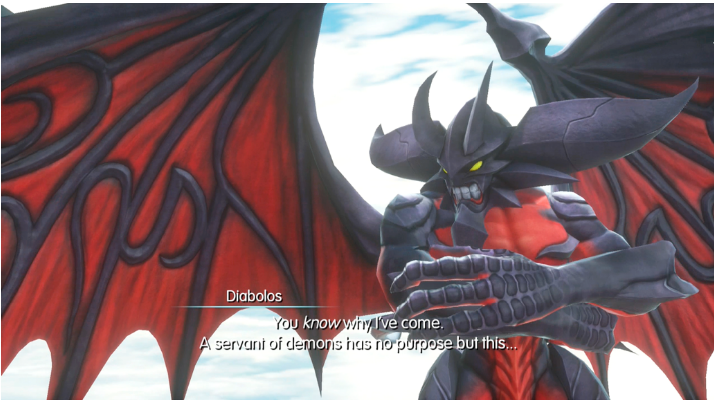
Bahamut will divebomb the party with physical attacks, or let loose Megaflare after a countdown. Stay healed with Cura or Curaga, and use the countdown to hit Bahamut physically and regain your AP. If you've got AP to spare, use the time to heal. If you want, have a Mega Mirage take the hit for Megaflare, or simply Defend when it's time.

When the Past Still Haunts

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Defeat the demon in Balamb Garden	Battle 1: Diabolos ★ Battle 2: Diabolos ★, Imp x2	2	5	Diabolos Memento, Remedy x2 A successful encounter with Diabolos ★ also yields his prismarium along with the Girl's Diary, Entry 8.	Pick-Me-Up x2	Reach the Postscript


???

Oho... So I'm a demon now.
What a fascinating allegation.


Diabolos

You know why I've come.
A servant of demons has no purpose but this...

Hearing that a demon appears daily in Balamb Garden, Shelke puts on her detective cap and investigates. When the time comes, a demon indeed appears: Diabolos.

4186
9
2408
12

Heavenly Wrath
Weak
874
4186
1
1436
11

If you have any Mirages resistant to dark, consider bringing them before starting this mission. Even if you don't, however, it's not a game-breaker.

When rounding up the Pleiad, definitely go for Diabolos early. His first form has a couple of physical and status attacks and that's it—no special tricks. Bring some wards against Sleep and Poison, and you've got it made in the shade. If you have light spells like Banishra, so much the better, as he's profoundly weak to those.

Dark
1434
12
2943
8

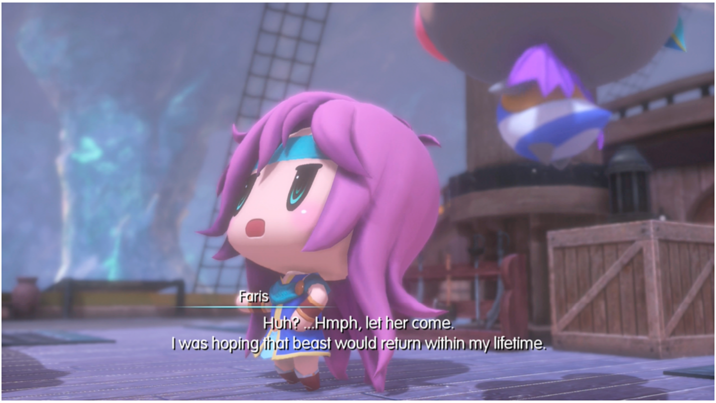
Dark
434
12
2943
8

The second round with Diabolos plays out pretty much the same as the first—however, he can now cast Gravija for a good chunk of health! He also has two imps for an entourage, which can blind you. These slight annoyances aside, follow the same strategies.

Ancestral Acrimony

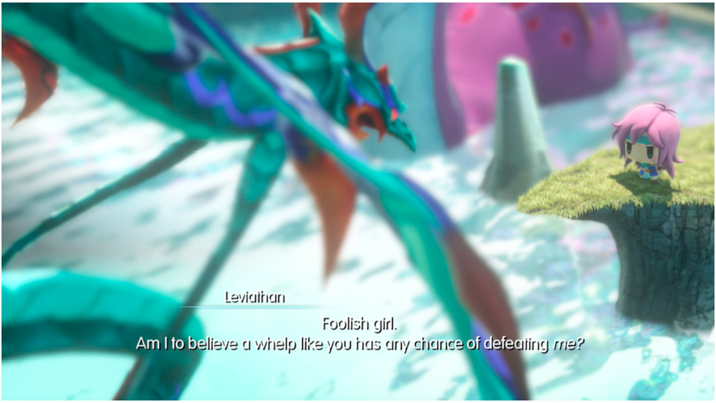
Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions

Avenge your ancestors	Leviathan ★	2	5	Leviathan Memento, Hi-Potion x2 A successful encounter with Leviathan ★ also yields her prismarium along with the Girl's Diary, Entry 9.	Potion x2	Reach the Postscript



Faris

Huh? ...Hmph, let her come.
I was hoping that beast would return within my lifetime.



Leviathan

Foolish girl.
Am I to believe a whelp like you has any chance of defeating *me?*

Long ago, the sea-demon Leviathan robbed Faris of her great-grandfather, and Syldra of her family. Upon hearing that her nemesis has been sighted in the Low Seas, Faris and Syldra set sail for the Rainbow Shore to finally exact their revenge.

Absorb
99
Resist
218
5674
12
5517
12

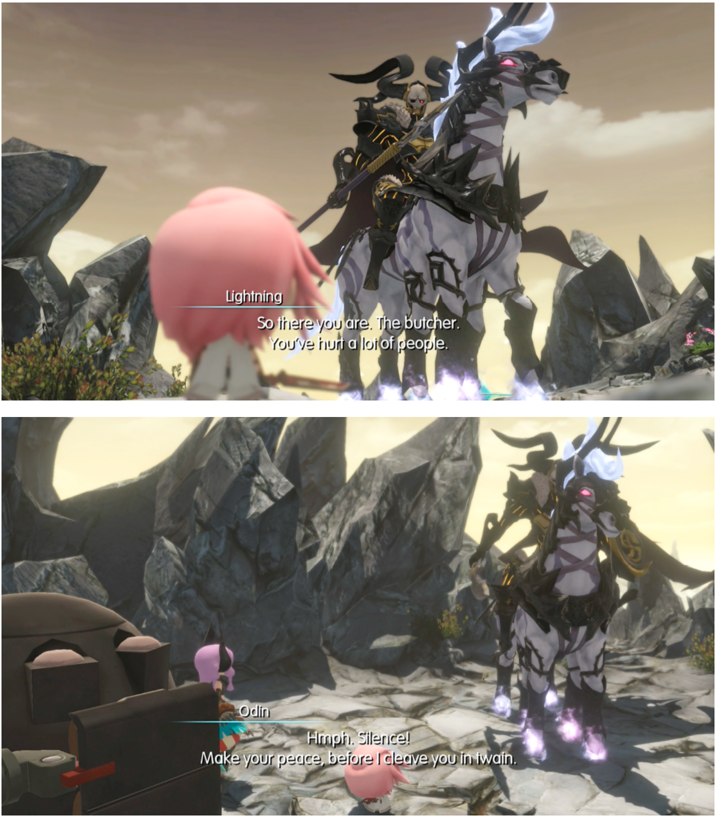
5674
7
5517
1

Leviathan is a mistress of water, with devastating flooding attacks, Tsunami, Aqua Spike counterattacks, and the powerful Tidal Wave. In other words, bring some resistance against water, and this battle will be easy—more so if you have thunder abilities for offense. This makes Leviathan a great Pleiad to round up early.

A Clash of Swords

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions

Stop the butcher	Odin ★	2	5	Odin Memento, Hi-Ether x2 A successful encounter with Odin ★ also yields his prismarium along with the Girl's Diary, Entry 10.	Ether x2	Reach the Postscript



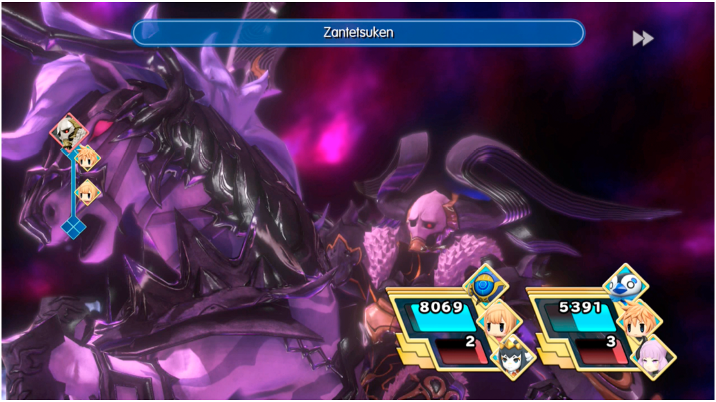
Lightning

So there you are. The butcher.
You've hurt a lot of people.

Odin

Hmph. Silence!
Make your peace, before I cleave you in twain.

Lightning is on the hunt for a butcher, but what she finds is a sword-wielding Mirage dead-set on dueling her.



6325
1
6030
11

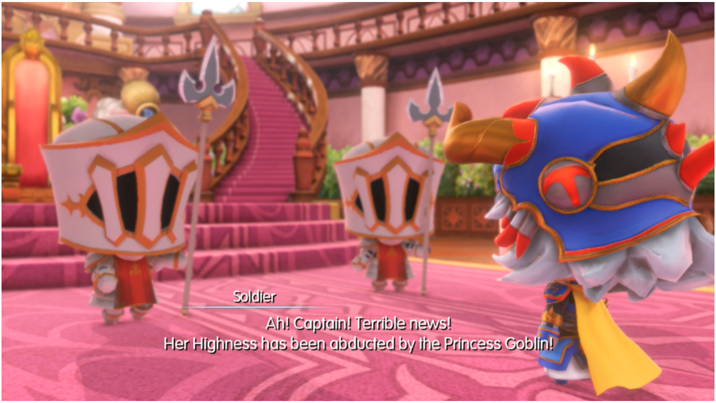
Bring thunder attacks. Odin takes massive damage from thunder-based abilities—they will cut through him like a hot knife through butter. Earth will also work well in a pinch, but seriously: bring thunder.

Odin is a master of physical attacks, with Slash and Double Cut able to slice you to ribbons. He also has high physical defense, making magical attacks against him more effective. Use Protect to take less damage, or blitz him with electricity before he can get too many shots off.

When you get Odin down to half of his HP, you may want to Defend or bring in a Mega Mirage to absorb hits, because Zantetsuken is absolutely no joke and can one-shot even high-level parties! Gungnir is also devastating but far more survivable. Another viable strategy is to keep your HP/AP high until Odin gets down to 50%, then hit him with everything you have. Zantetsuken's odds of inflicting a one-hit knock out increase as its wielders HP and AP decrease, so you want to make sure he's not alive to use it when he's near death and he's used a lot of abilities.

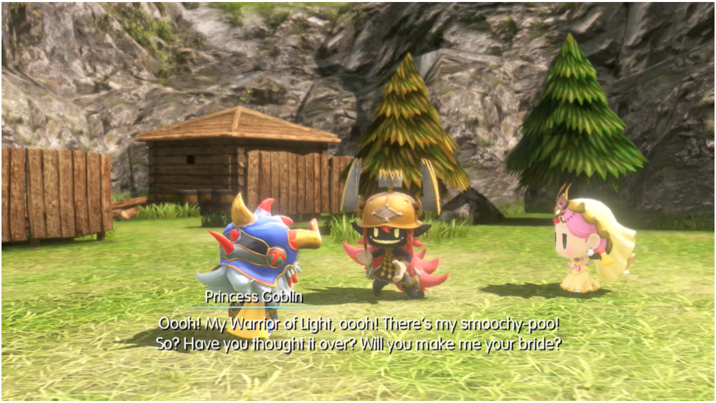
Where Art Thou, Smoochy-Poo?

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Rescue the kidnapped Princess Sarah	Princess Goblin ★	2	1	Princess Goblin Memento, Hi-Potion	Potion x2	Clear Chapter 5.



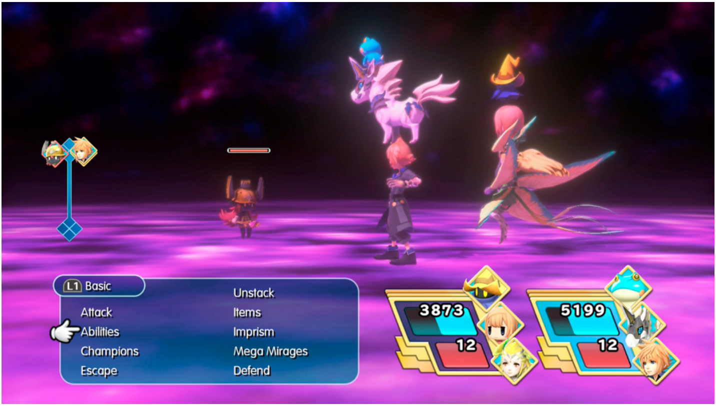
Soldier

Ah! Captain! Terrible news!
Her Highness has been abducted by the Princess Goblin!



Princess Goblin

Oooh! My Warrior of Light, oooh! There's my smoochy-poo!
So? Have you thought it over? Will you make me your bride?

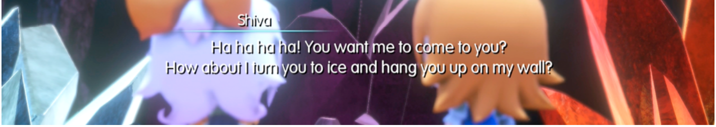


Castle Cornelia is in an uproar! The princess has been kidnapped by the Princess Goblin, and who knows what foul tortures the fiend has in store for her! The WOL sallies forth to the goblin camp to rescue Her Kidnapped Highness…

Even if you're just starting out, it's easy to see that Princess Goblin ★ is more of a lover than a fighter. She's also weak to half the elements on the board (ice, wind, water, and light). Just give her a few taps to bring her to her senses—but be gentle.

The Ice Bridge

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Raise an ice bridge	Shiva ★	2	1	Solid Frigicite x2	Ether	Clear Chapter 8. "The Girl Who Forgot Her Name" must be cleared.

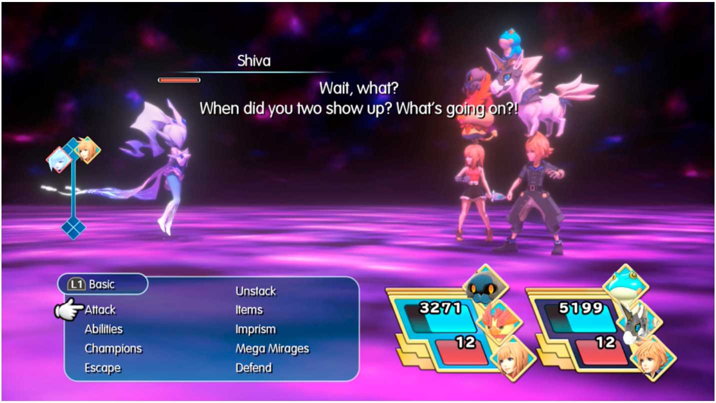


Shiva

Ha ha ha ha! You want me to come to you?
How about I turn you to ice and hang you up on my wall?

Shiva

I do not talk like that at all! And you dare to call me *small-time*?
You...wretched HUMANS!



Shiva

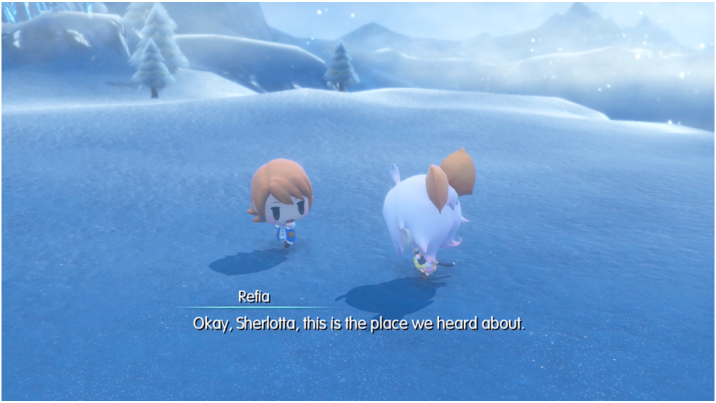
Wait, what?
When did you two show up? What's going on?!

Refia returns to Sherlotta's Solace for some well-needed R&R after Saronia. She gets to thinking about how dangerous the passage across the ice is and decides to look for a way to create a safe route through. After talking with Sherlotta, the two of them head to the Nether Nebula.

Shiva ★ is weak to fire and even weaker to dark magic, so if you've got either, let them loose. Otherwise, watch out for her magical abilities, which are mainly ice-based.

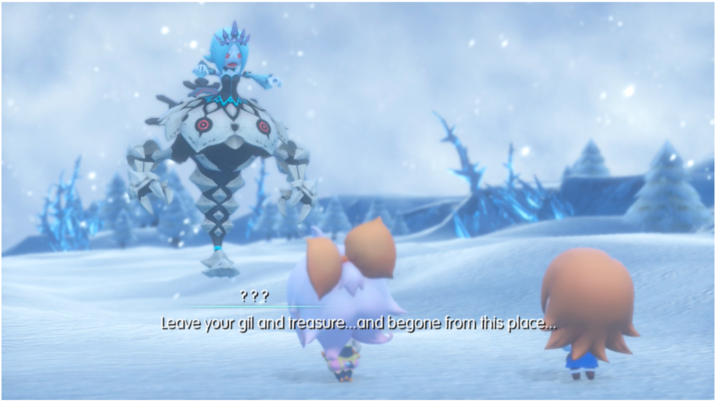
Never Cross the Boss

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Defeat the Mirage in the Ice Region	Undead Princess ★	2	1	Undead Princess Memento, Holy Torch x2	Potion	Clear Chapter 8. "The Girl Who Forgot Her Name" must be cleared.



Refia

Okay, Sherlotta, this is the place we heard about.



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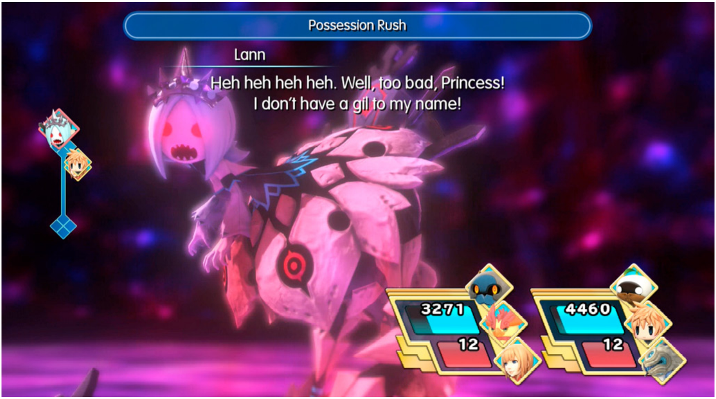
Leave your gil and treasure...and begone from this place...



Possession Rush

Lann

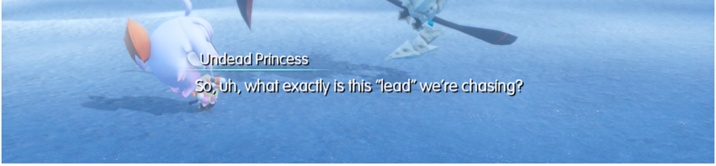
Heh heh heh heh. Well, too bad, Princess!
I don't have a gil to my name!

Sherlotta and Refia are out and about among the ice, searching for a Mirage that's been causing trouble. But that figure looming in the snow, it's…

Undead Princess ★ can confuse party members with Possession Rush, so bring countermeasures. Otherwise, she's weak to fire, wind, and (of course) light.

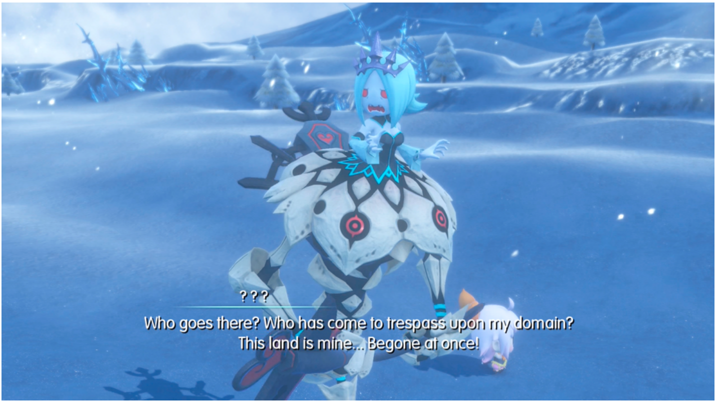
A Grudge That Won't Budge

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Defeat the evil spirit in the Ice Region	Metalliskull x3	2	1	Metalliskull Memento, Spider Silk x2	Ether	Clear Chapter 8. "The Girl Who Forgot Her Name" and "Never Cross the Boss" must be cleared.



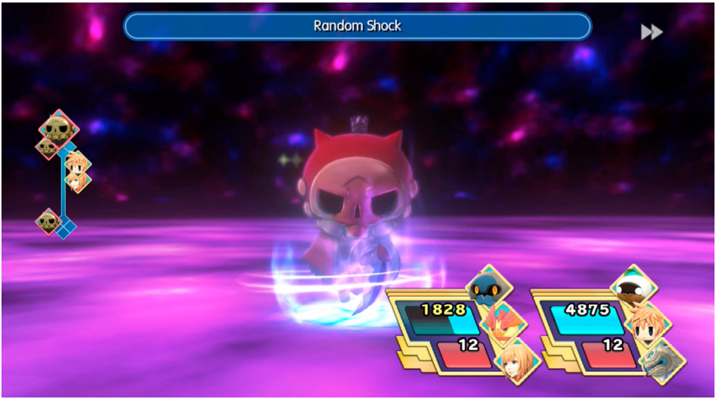
Undead Princess

So, uh, what exactly is this "lead" we're chasing?



???

Who goes there? Who has come to trespass upon my domain?
This land is mine... Begone at once!

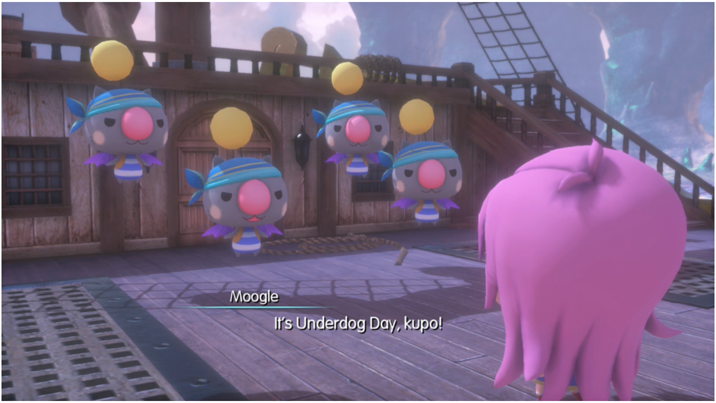


The Undead Princess is working hard at her new job catching travelers and inviting them to Sherlotta's Solace, when m'lady shows up. Sherlotta enlists the Undead Princess's help in banishing yet another undying spirit.

Metalliskulls are very good at raining thunder magic down on your party—over, and over, and over again. Attack them with wind, light, or fire magic.

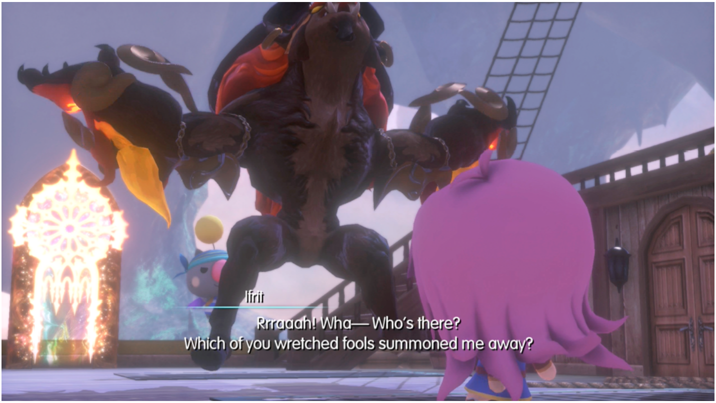
Underdog Day

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Save Underdog Day!	Ifrit ★	2	2	Bomb Core x2	Bomb Fragment	Clear Chapter 10. “The Girl Who Forgot Her Name” must be cleared.



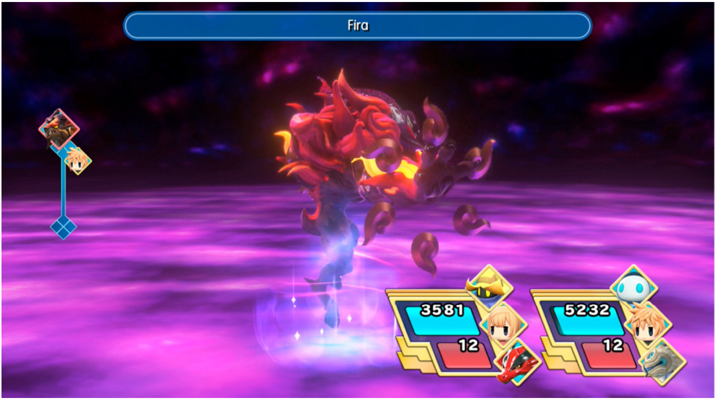
Moogle

It's Underdog Day, kupo!



Ifrit

Rrraaah! Wha— Who's there?
Which of you wretched fools summoned me away?

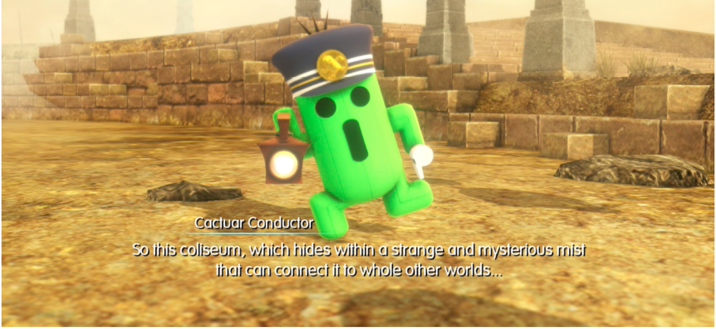


Underdog Day is a long-standing pirate tradition, for on this day any swabbie can challenge their boss for the title of cap'n. Today, Mog, one of the kupirates, decides to finally unseat Faris from her throne. He casts an ancient, forbidden spell…

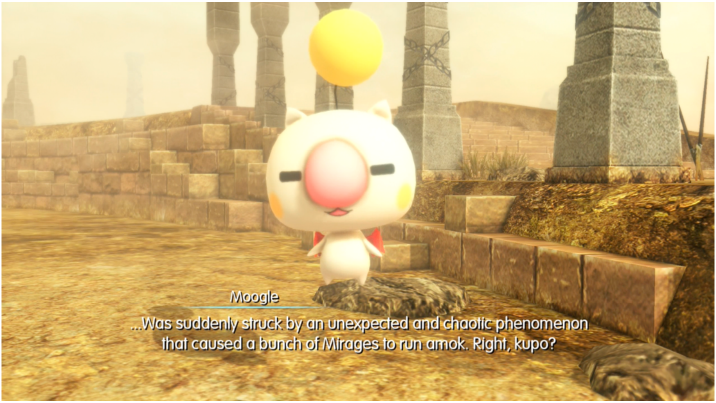
Counter Ifrit ★ with water (or ice), and watch out for his otherwise painful fire magic.

A Duo of Three

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Resolve the Coliseum's troubles	Battle 1: White Nakk, Goblin Guard, Black Nakk Battle 2: Cockatrice, Right Claw, White Nakk Battle 3: Ahriman, Goblin Guard, Black Nakk, Cockatrice	2	1	Phoenix Pinion	Phoenix Down	Clear Chapter 10. The Coliseum must be unlocked, and "The Girl Who Forgot Her Name" must be cleared.

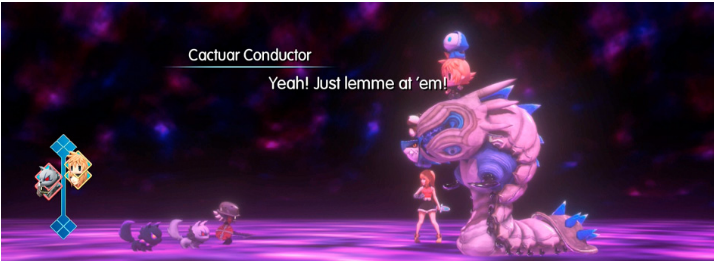

Cactuar Conductor

So this coliseum, which hides within a strange and mysterious mist that can connect it to whole other worlds...


Moogle

...Was suddenly struck by an unexpected and chaotic phenomenon that caused a bunch of Mirages to run amok. Right, kupo?

Tonberry, the Coliseum master, calls upon the only two he can rely on to help resolve an emergency in his domain...


Cactuar Conductor

Yeah! Just lemme at 'em!

5990
12
5515
12

Cactuar Conductor

Right! All aboard now!

5990
12
5515
12

Cactuar Conductor

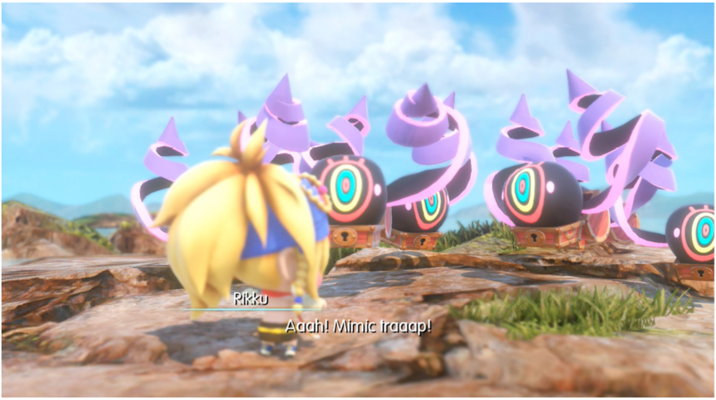
Ugh! I can't move my arms!
Wait, that's normal.

5990
12
5515
12

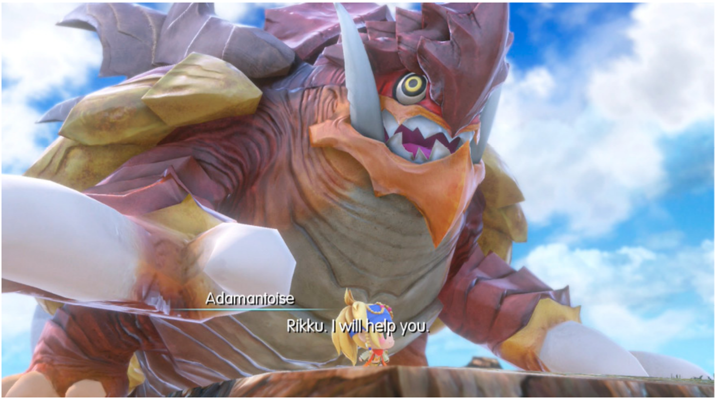
This mission is an endurance gauntlet consisting of three battles. Unless you are sorely underleveled, none of them should pose a problem that a few good physical attacks can't solve. Meanwhile, there are a lot of good prismtunities to be had here. Use Libra on the enemies to find out what they are—or simply check out the Mirage Manual chapter in this guide!

Treasure Island, Ahoy!

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Hunt down some treasure	Mimic x3	2	2	Adamantoise Memento, Dragon Scale x2	Fish Scale	Clear Chapter 10, after meeting Rikku. “The Girl Who Forgot Her Name” must be cleared.



Aaah! Mimic traaap!



Rikku. I will help you.

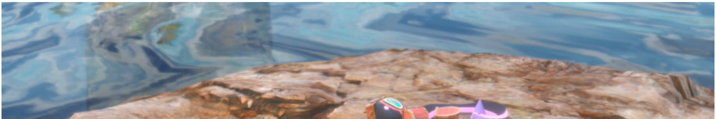
Reynn
These things *really* make you think twice about opening treasure chests.

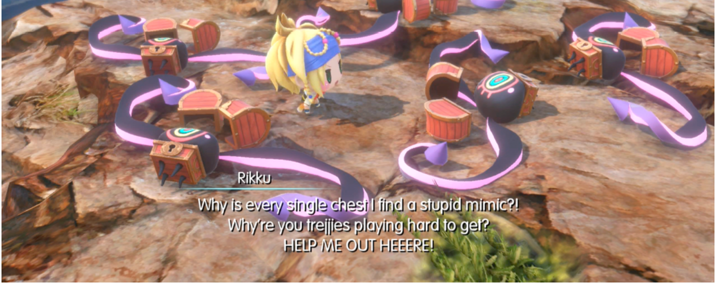
After waving good-bye to Reynn and Lann, Rikku hitches a ride with her new friend Addy across the Low Seas in search of treasure. They arrive at Treasure Island, where Rikku makes landfall...

Mimics have no real elemental strengths or weaknesses, but you can often get away with casting Blind or Slow. Impair them if you want, then hit them with physical attacks to defeat or imprism them—your choice.

I Hate Lightning!

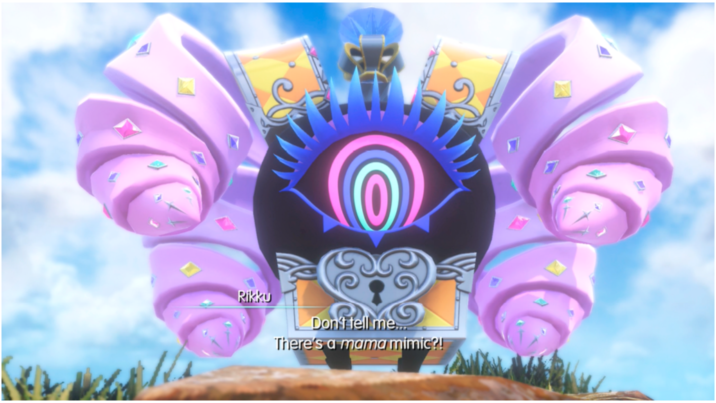
Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Explore Treasure Island	Battle 1: Mimic Battle 2: Mimic Queen	2	2	Mimic Queen Memento, Elixir	Potion x2	Clear Chapter 10., after meeting Rikku. "The Girl Who Forgot Her Name" and "Treasure Island, Ahoy!" must be cleared.





Rikku

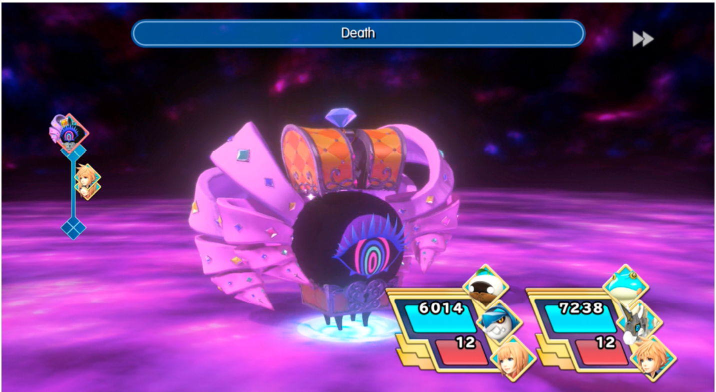
Why is every single chest I find a stupid mimic?!
Why're you trejjies playing hard to get?
HELP ME OUT HEEERE!

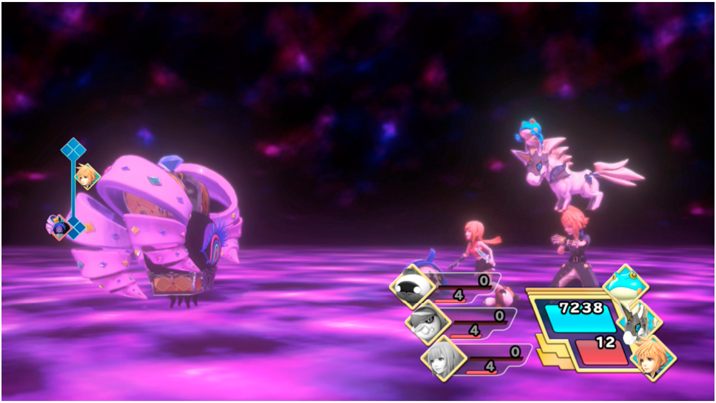


Rikku

Don't tell me...
There's a *mama* mimic?!

It's been several long days since Rikku bid farewell to Addy, and still she searches the island for treasure. But every chest she opens turns out to be a mimic in disguise… Just when will she get her treasure? Refusing to give up, she opens yet another chest…



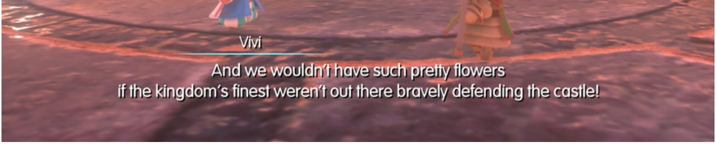


The first battle is a lone, easy-to-dispatch mimic. Dispatch it. When big mama shows up, however, hit it with anything but thunder. Light is most recommended as the mimic queen is by far weakest to it.

Did we mention that this will likely be your introduction to the Death spell? Keep some phoenix down handy.

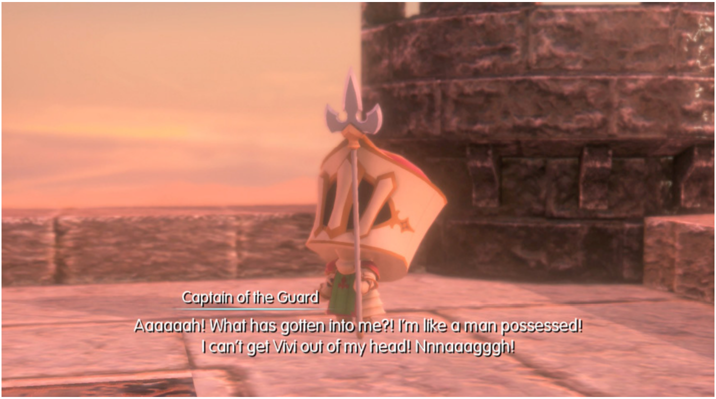
A Friendship Forged in Figaro

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Win over the Captain	None	2	1	Remedy+	Remedy	Clear Chapter 16. “The Girl Who Forgot Her Name” must be cleared.



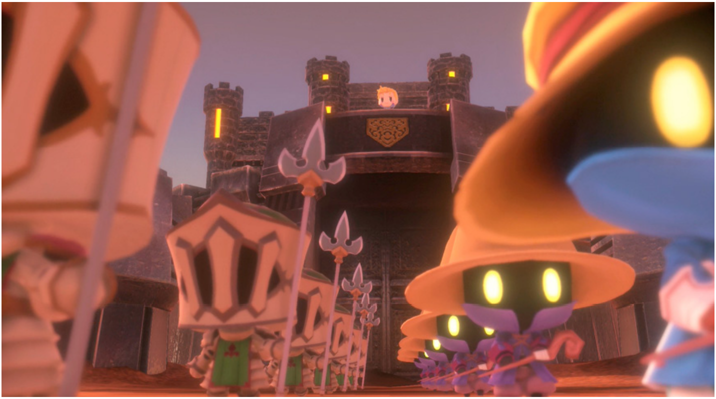
Vivi

And we wouldn't have such pretty flowers
if the kingdom's finest weren't out there bravely defending the castle!



Captain of the Guard

Aaaaaah! What has gotten into me?! I'm like a man possessed!
I can't get Vivi out of my head! Nnnaaagggh!

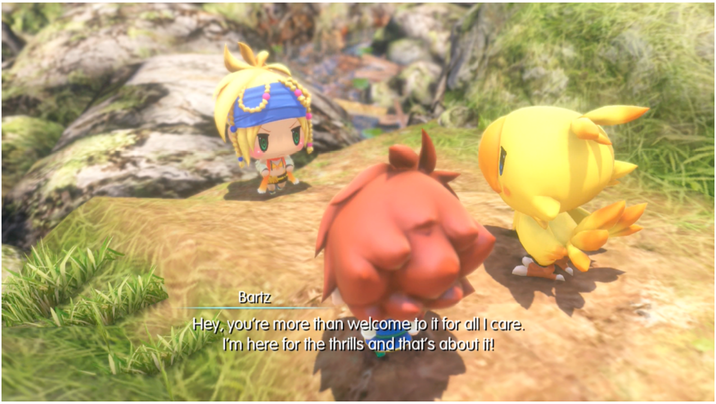


Vivi has cut his ties with the Federation and remains in Figaro to swear allegiance to Edgar. Together with the Black Mages, they have fought hard to protect Figaro, but there are still some who view them with distrust…

There are no battles here—take a much-deserved load off and watch a heartwarming tale between Vivi and the Captain of Figaro's royal guard.

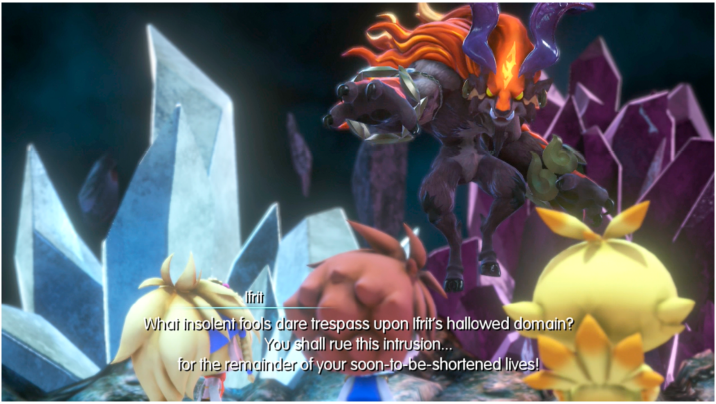
Ifrit Meets His Match

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Hunt down some treasure	Behemonster	2	2	Raise Seed	Phoenix Down	Clear Chapter 17. "The Girl Who Forgot Her Name" must be cleared.



Bartz

Hey, you're more than welcome to it for all I care.
I'm here for the thrills and that's about it!



Ifrit

What insolent fools dare trespass upon Ifrit's hallowed domain?
You shall rue this intrusion...
for the remainder of your soon-to-be-shortened lives!

Bartz and Boko arrive at the Nether Nebula in search of adventure, but the first thing they stumble across is the treasure hunter Rikku. The two hit it off immediately and decide to team up for a spot of exploration.

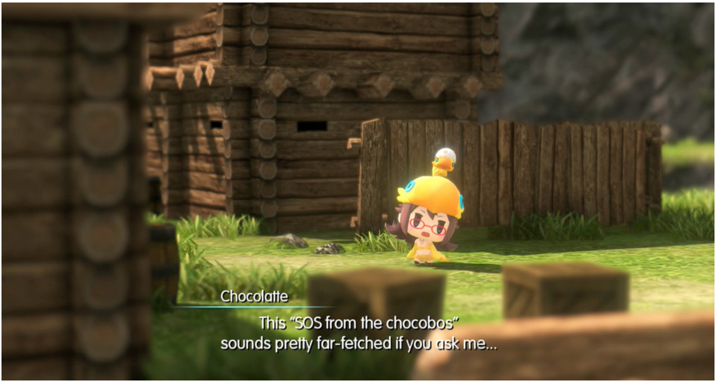
Heave
3281
12
5893
12

2654
12
5893
12

If you have dark magic, use it to put the behemonster down. Otherwise, you might want to use physical attacks if you haven't imprismed one of these yet. Just watch out because its physical attacks hurt, it can counterattack, its Heave can topple your stack in a hurry, and it can cast Meteor whenever it wants.

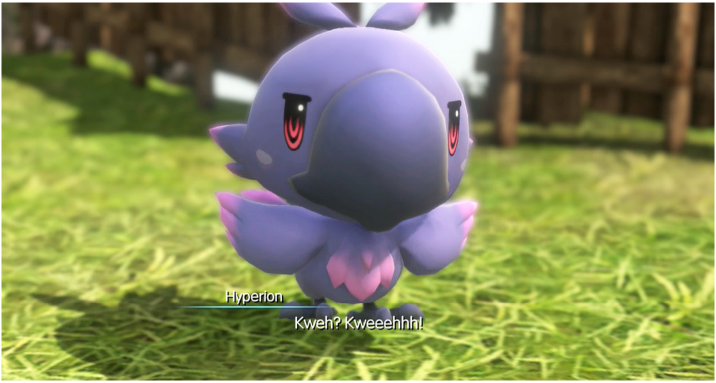
The Black Chocobo

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Save the chocobos	Hyperion	2	3	Hyperion Memento, Haste Stone x3	Gysahl Greens x2	Clear Chapter 17. "The Girl Who Forgot Her Name" must be cleared.



Chocolatte

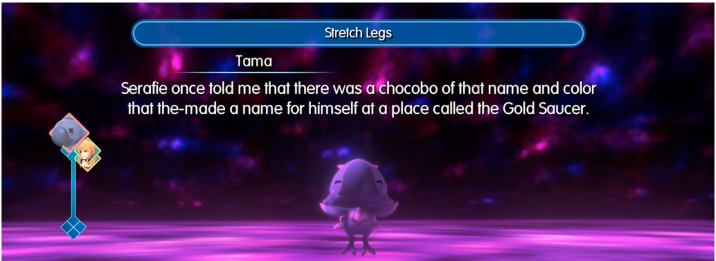
This "SOS from the chocobos" sounds pretty far-fetched if you ask me...



Hyperion

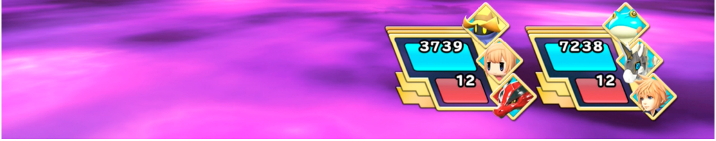
Kweh? Kweeehhh!

SOS! Chocobo in danger! The Chocolatte signal is high in the sky, and she swoops to the rescue! But when she arrives, she finds two other chocobo freedom fighters already on the scene—Bartz and Boko. They're here to free a group of exhausted chocobos held captive by a strange black chocobo...



Tama

Serafie once told me that there was a chocobo of that name and color that the-made a name for himself at a place called the Gold Saucer.

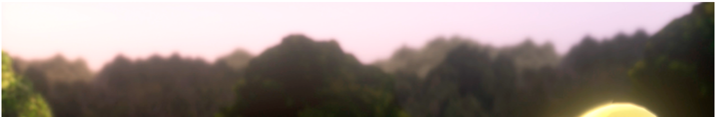


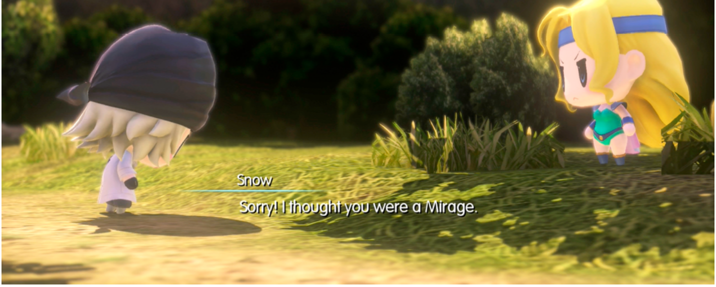
Chocobo Kick
3427
12
6930
12

There’s a chance that this little guy might start out with Haste and will do his best to run rings around you! Use Dispel to bring him down to your level (or Haste to go up to his), then use fire or light abilities to defeat him.

Two Different Conversations

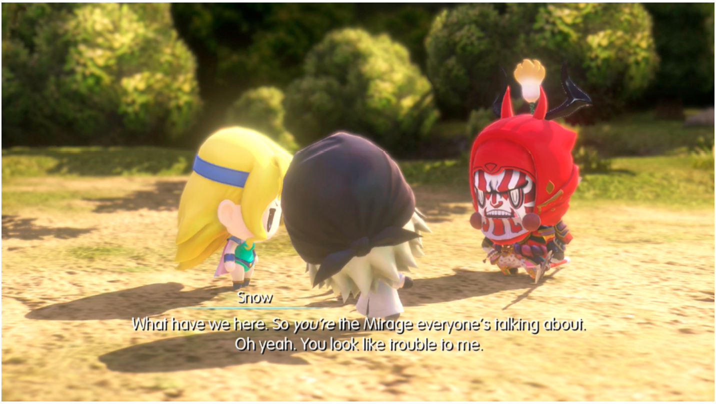
Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Hunt the dangerous Mirage	Gilgamesh	2	3	Confuse Seed	Hi-Ether	Clear Chapter 18. “The Girl Who Forgot Her Name” must be cleared.





Snow

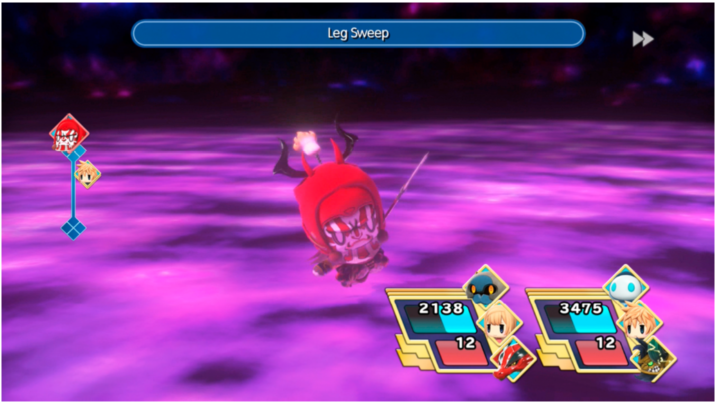
Sorry! I thought you were a Mirage.

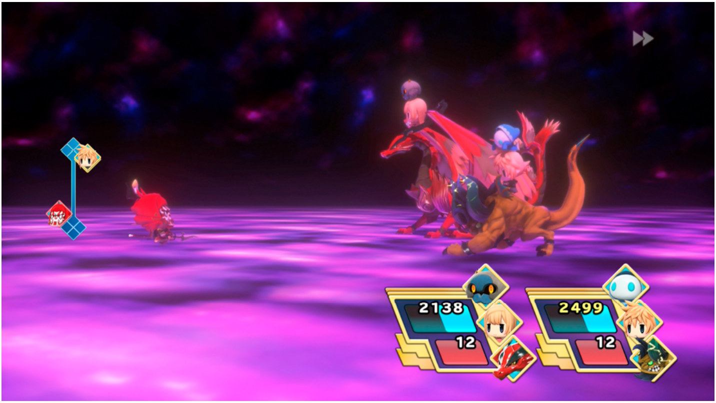


Snow

What have we here. So *you're* the Mirage everyone's talking about.
Oh yeah. You look like trouble to me.

Snow's on the prowl, searching for the dangerous Mirage that's been terrorizing the area. He runs into Celes, and being the gentleman that he is, simply insists on accompanying the lady to safety.

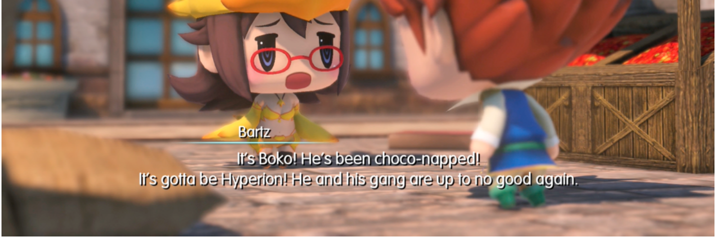




Hitting Gilgamesh with pretty much anything will guarantee damage, as he has no particular resistances or weaknesses. He can, however, cast Haste, Protect, and Shell on himself at a moment's notice, so make sure you have Dispel handy if you want the fight to go faster.

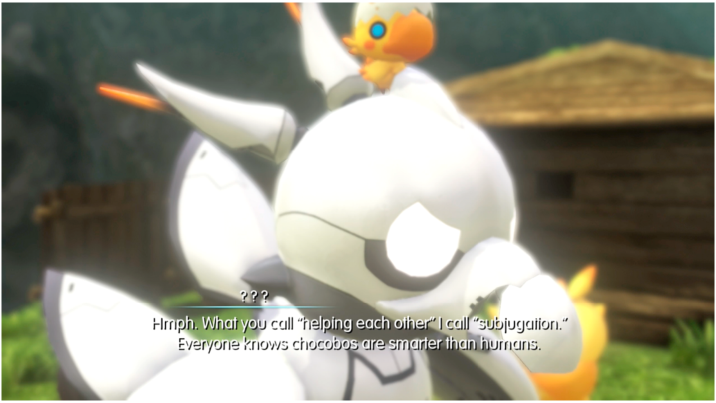
Chocolatte's Master

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Free the captured Boko	Mecha Chocobo ★	2	3	Mecha Chocobo Memento, Bravery Seed	Gysahl Greens x5	After the Cogna are introduced in Chapter 21. "The Girl Who Forgot Her Name" and "Black Chocobo" must be cleared.



Bartz

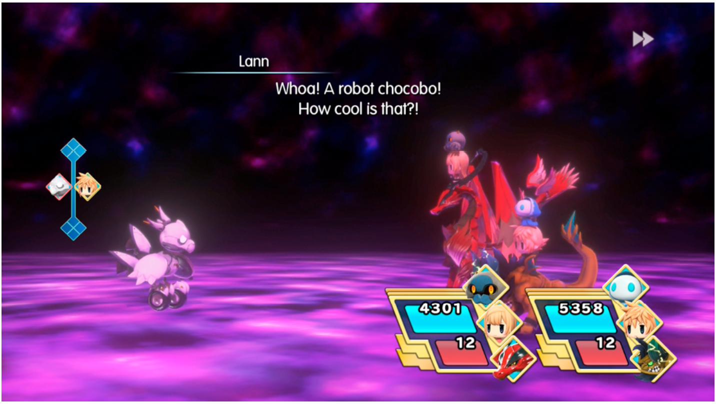
It's Boko! He's been choco-napped!
It's gotta be Hyperion! He and his gang are up to no good again.



? ? ?

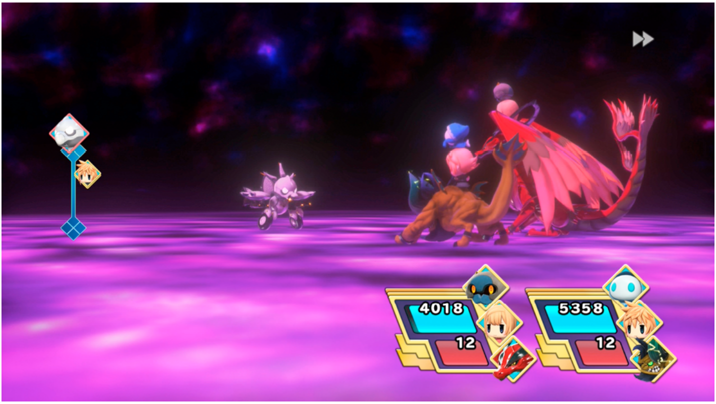
Hmph. What you call "helping each other" I call "subjugation."
Everyone knows chocobos are smarter than humans.

Chocolatte is minding her shop one quiet day when Bartz bursts in, all a fluster. His best buddy Boko has been kidnapped, and he needs Chocolatte's help to get him back!



Lann

Whoa! A robot chocobo!
How cool is that?!



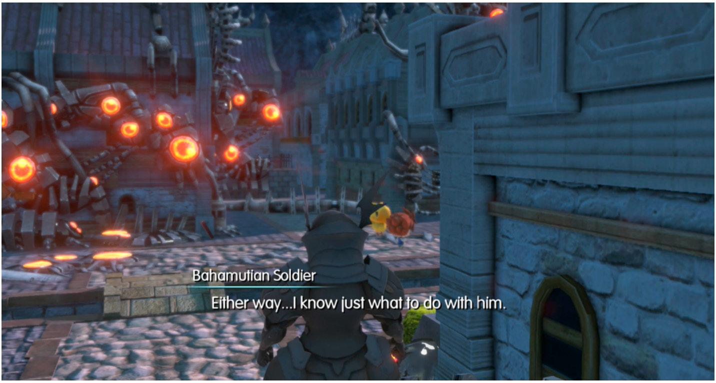
Fire or thunder will put this robot down quickly. Otherwise, watch out for physical attacks like Body Slam.

I Have Awaited This Day...

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Learn how to stop the Cogna	Bahamutian Soldier, Brothertaur x2	2	3	Reflect Seed	Hi-Potion	After the Cogna are introduced in Chapter 21. “The Girl Who Forgot Her Name” must be cleared.

Bartz

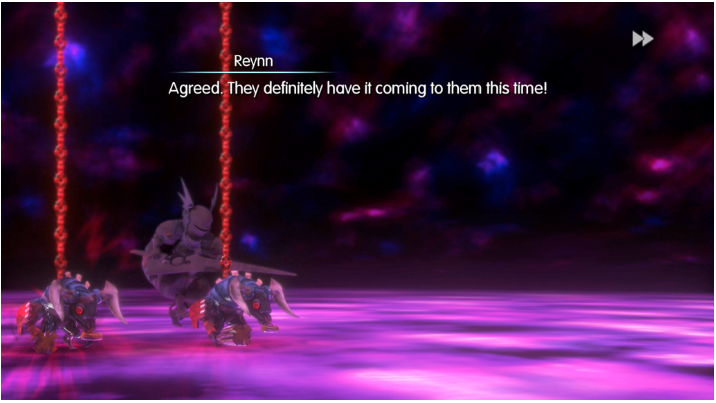
Aw, don't sweat it. Things'll work out. The two of us can handle anything!



Bahamutian Soldier

Either way...I know just what to do with him.

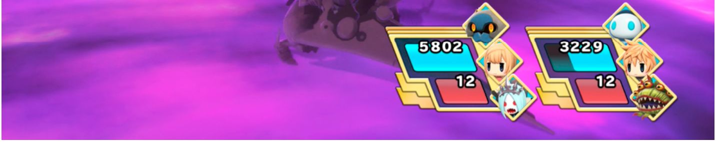
Bartz battles valiantly against hordes of Cogna threatening a defenseless town, but he's just one man with a chocobo watching his back. He can't be everywhere at once… There's got to be a way to destroy all of these pesky Cogna… What?! Gilgamesh knows how to stop them?!



Reynn

Agreed. They definitely have it coming to them this time!

Double Thrust

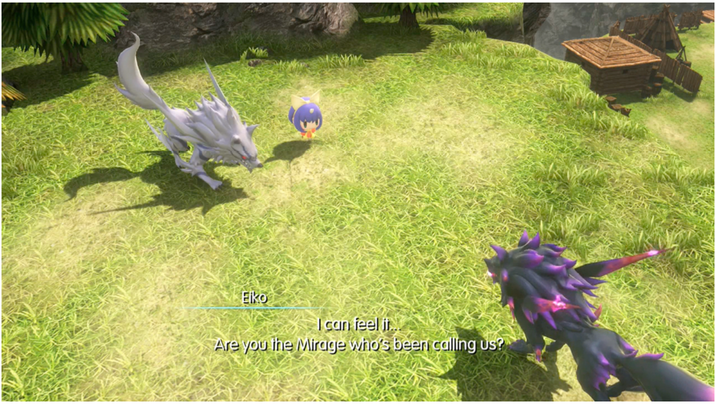


Wind and dark magic are best to use here. You can also Blind, Confuse, or cast Doom on the brothertaurs fairly easily—which are all good ideas because these little guys can topple your stack in the blink of an eye with special attacks like Stack Buster.

Chosen by the Tribe

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Follow Eiko's senses	Elefenrir	2	5	Elefenrir Memento, Resist Strengthi Seed	Hi-Ether	After the Cogna are introduced in Chapter 21. "The Girl Who Forgot Her Name" must be cleared.

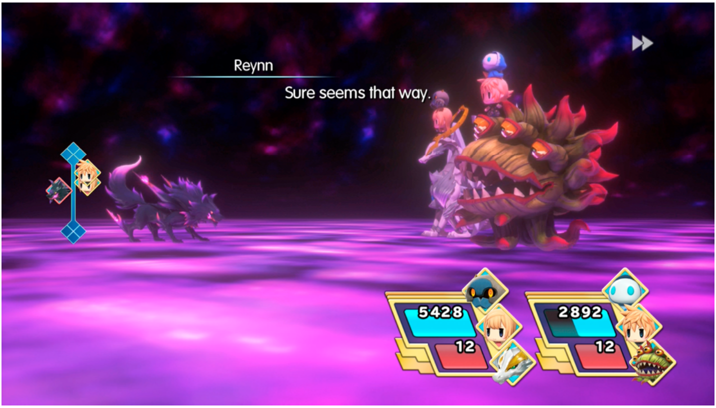
Eiko
I know, Fenrir, you can sense it too.



Eiko

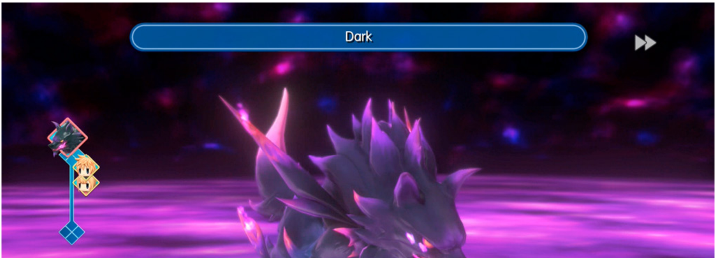
I can feel it...
Are you the Mirage who's been calling us?

Eiko and Fenrir are on the move. Eiko stops, detecting something with her horn, and Fenrir seems to notice whatever it is, as well. Glancing forward, they see that something waiting for them at their destination...



Reynn

Sure seems that way.



4955
12
2892
12

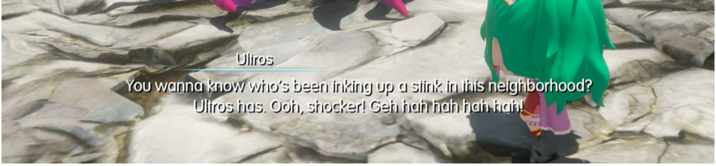
Elefenrir really hates light abilities. Bring Banishra. If you don't have it, anything but dark or fire abilities can be an okay substitute. Watch out for Elefenrir's own dark and fire abilities, especially when his HP gets low.

Freak of Nature

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Take out the target Mirage	Ultros ★	2	5	Ultros Memento, Thundara Seed	Hi-Ether	Clear all of the "The Five Cogna Lords" quests

Quistis

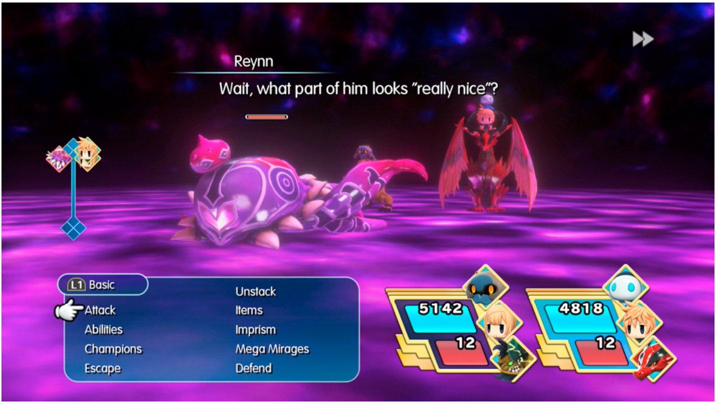
Okay then. But, be extra careful, please.
Something feels...off about this one.



Ultros

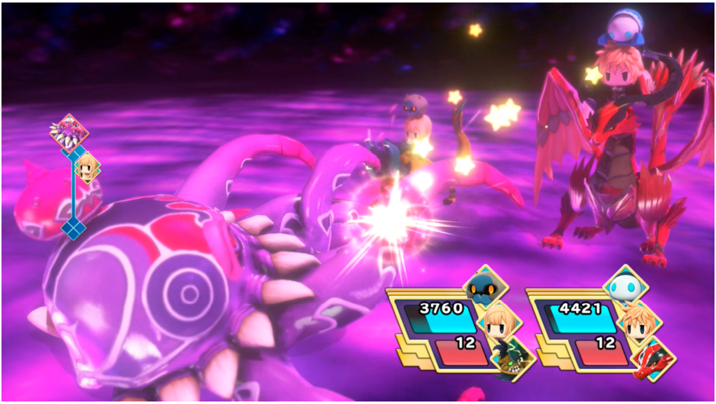
You wanna know who's been inking up a stink in this neighborhood? Ultros has. Ooh, shocker! Geh hah hah hah hah!

Quistis has tasked Terra with taking out a particularly nasty Mirage. According to an eyewitness report, "I can't believe a freak of nature like that even exists." What could this hideous affront to all that is good be…?



Reynn

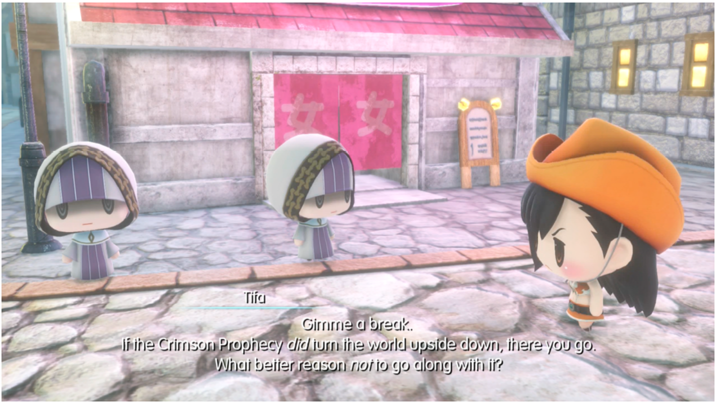
Wait, what part of him looks "really nice"?



Ultros ★ (naturally) brings forth all sorts of octopus-themed abilities, like Tsunami and the multi-hitting Octentacle. He can also confuse your party members with Mind Blast. Use fire, light, or thunder magic to tease him until he's calamari.

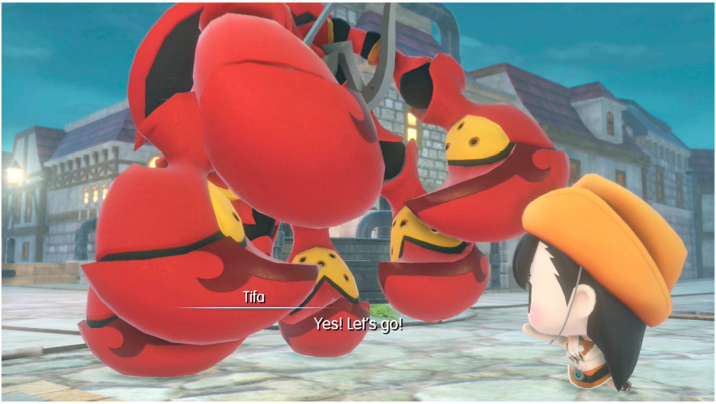
Steel That Forges Destinies

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Protect the town from Cogna	Elite Entom	2	4	Elite Entom Memento, Mega-Potion	Hi-Potion	After the Cogna are introduced in Chapter 21. “The Girl Who Forgot Her Name” must be cleared.



Tifa

Gimme a break.
If the Crimson Prophecy *did* turn the world upside down, there you go.
What better reason *not* to go along with it?

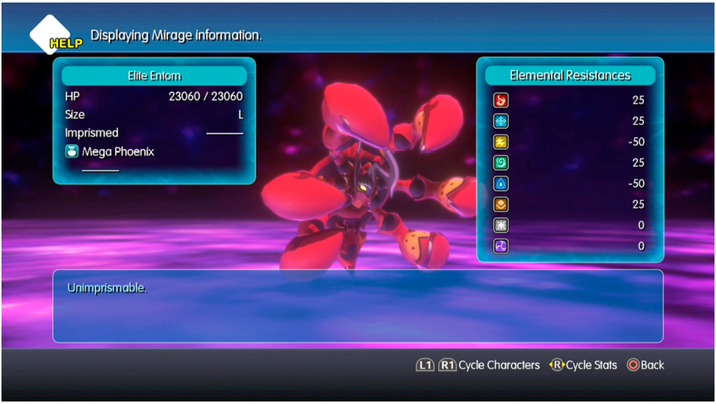


Tifa

Yes! Let's go!

Tifa has just returned home to Nibelheim from a rigorous training session, and what else greets her but a loudmouthed zealot with an axe to grind. Tifa is in no mood for sass, but before she can give him a good tongue-lashing, a Cogna appears…

6358
12
5253
12


HELP Displaying Mirage information.

Elite Entom
HP 23060 / 23060
Size L
Imprismed ———
Mega Phoenix
———

Elemental Resistances
25
25
-50
25
-50
25
0
0

Unimprismable.

Like most machines, water or thunder abilities are your best bets. This entom doesn't have a variety of abilities, but it has a lot of HP and hits hard, so be careful.

The Sad Spiral

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Deal with the rampaging Cogna	Battle 1: Nirvalefor Battle 2: Ultima Weapon	2	4	Nirvalefor Memento, Resist Magici Seed	Hi-Ether	Clear all of the "The Five Cogna Lords" quests

Yuna has heard that a town has had it rough with the Cogna, and journeys there to see what she can do to help. When she arrives, she finds a young girl speaking with another villager...

Nirvalefor's trump card is Energy Ray, which hits all party members for significant damage. Stay healed to avoid being knocked out in one shot. Wind or dark abilities will put him down quickest.

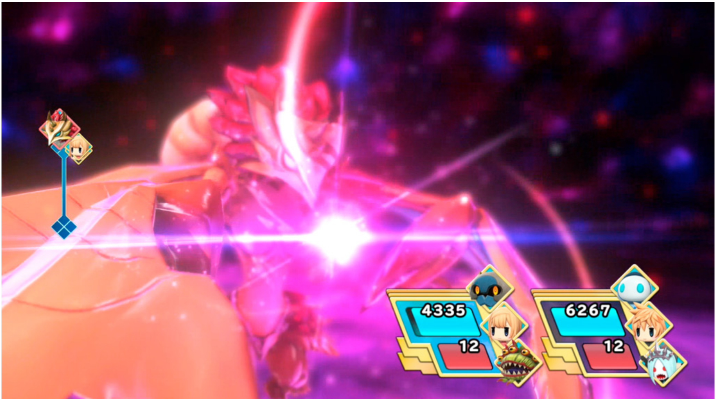
Meanwhile, Ultima Weapon is one tough cookie. It has no real elemental resistances or weaknesses, but it has massive HP, has the heavy-hitting Full Power! ability, and will spam Ultima once its HP gets below 70%. Hit it hard, fast, as much as you can, and make sure to stay healed the whole way.

Ami's Mother

Lady Yuna, please! Please save my daughter!
I can't keep pretending this is okay. It's not!

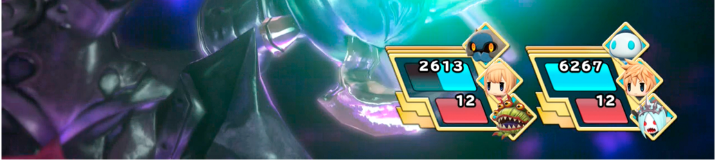
???

That girl has already made her decision.
What gives you the right to stand between her and her choices?



L1 Classic
S
M
L
Attack
Imprism
Unstack
Defend
4335
12
6267
12

Full Power!



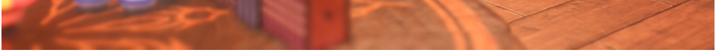
2962
12
5997
12

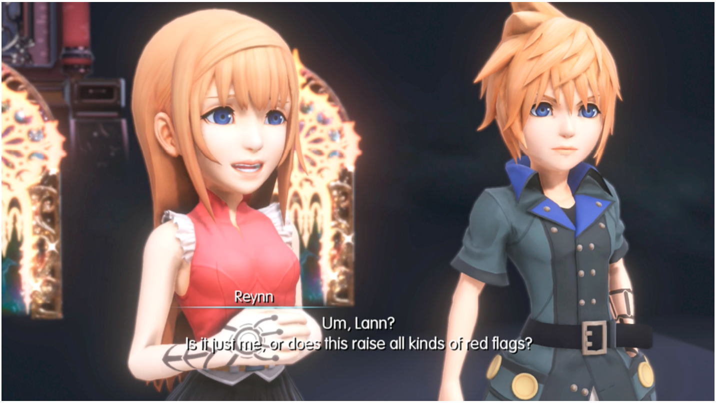
The Sunken Temple's Secret

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Check on Shantotto in Port Besaid	Battle 1: Shantotto Battle 2: Cenchos	2	4	Cenchos Memento, Watera Seed	N/A	Clear all of the "The Five Cogna Lords" quests

Shantotto

Now I'm ready for a blast of epic scale—a real heavy hitter.

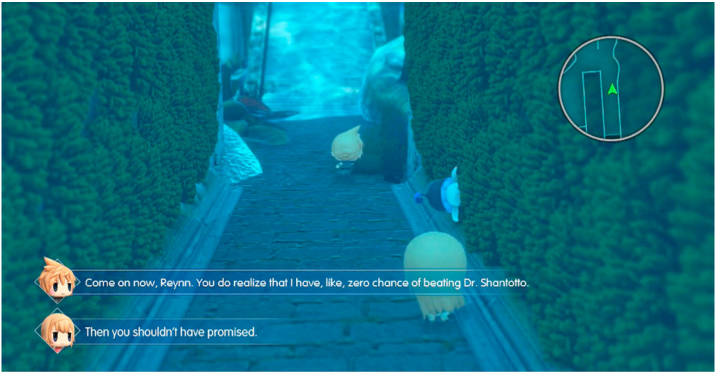




Reynn

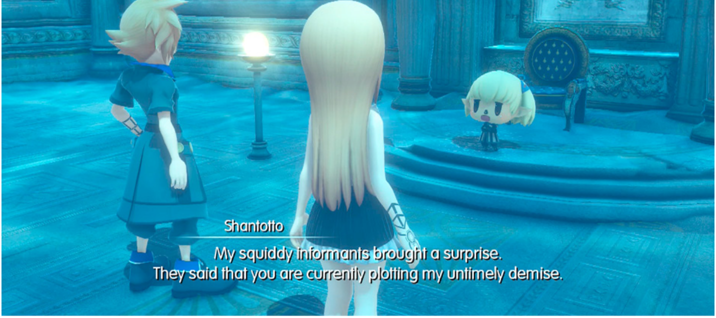
Um, Lann?
Is it just me, or does this raise all kinds of red flags?

Shantotto's up to something, and the twins are going to get to the bottom of it…



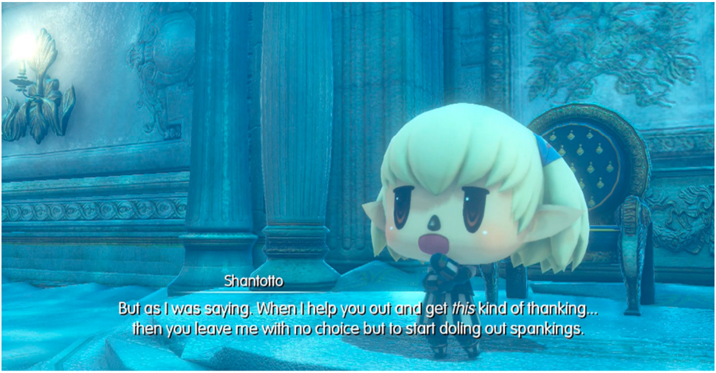
Come on now, Reynn. You do realize that I have, like, zero chance of beating Dr. Shantotto.

Then you shouldn't have promised.



Shantotto

My squiddy informants brought a surprise.
They said that you are currently plotting my untimely demise.



Shantotto

But as I was saying. When I help you out and get *this* kind of thanking...
then you leave me with no choice but to start doling out spankings.

This is one of the few missions that involves a dungeon crawl—in this case, it's back through the Sunken Temple. Head back to the Quacho Queen's throne room for an...unpleasant surprise.

Fighting Shantotto is an exercise in futility. She'll likely stomp you flat, regardless of your ability. Feel free to try to stay afloat, but after a few of her attacks, it'll be all she wrote.

5223
11
5164
8

Aeroga
L1 Basic
Attack
Abilities
Champions
Escape
Unstack
Items
Imprism
Mega Mirages
Defend
2876
12
2581
10

IS SHANTOTTO TRULY UNBEATABLE

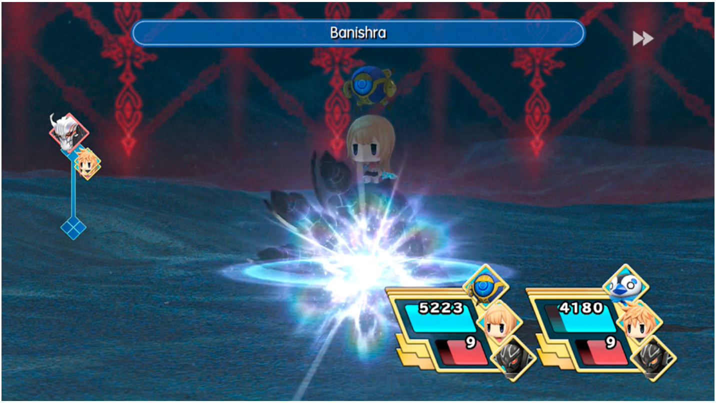
Well…that's what she'd like you to think. The truth is that it is possible to beat Shantotto. However, she has the bite to match her bark. Along with all of her high-level abilities, she's also packing roughly 360,000 HP (which is three times as much as the XG Cogna at the end of the EX Dungeons!). Did we mention that this quest disappears from the list in the Girl's Room once completed?

Shantotto has no elemental resistances or weaknesses, and is immune to all status ailments. Go in at your highest level, with your strongest Mirages, and your highest magic defense stats. Make no mistake: this is a completely optional, and extremely difficult power battle which isn't recommended to undertake. Extreme caution is advised!

If you win, you're rewarded with 100,000 EXP, 6500 gil, drops from Shantotto (megalixir x3, mega phoenix x3), and an alternate line of dialogue at the end of the battle. Not a bad haul at all!

After the battle, the story continues. You'll get matched up against a new boss: Cenchos.

5223
11
5164
12



Cenchos has lots of HP, resists all ailments, has only one elemental weakness, and can hit you hard with light magic. This still makes him worlds easier than Dr. Shantotto. Go to town on him with fire attacks.

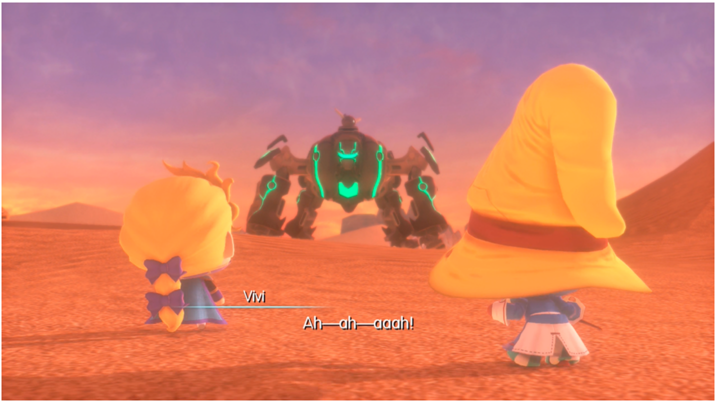
After this battle, the twins end up in Sunken Temple–Quacheon 7. Check your map and head to the newly unlocked door which leads to the Secret Quacheon. Inside there are three treasure chests which contain a Resist Blindness seed, a Curaga mirajewel, and a Water Resistance++ seed. Once you're done, you can head back to Quacheon 7 and use the red gate to warp back to Nine Wood Hills.

The Eye of the Desert

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Defeat the Mirage in the Eye of the Desert	Omega Bane	2	4	Omega Bane Memento, Resist Evasioni Seed	Hi-Ether	Clear all of the “The Five Cogna Lords” quests

Faris

That thing has damaged my ship and injured my crew.
I would have seen to it myself if it hadn't fled inland.

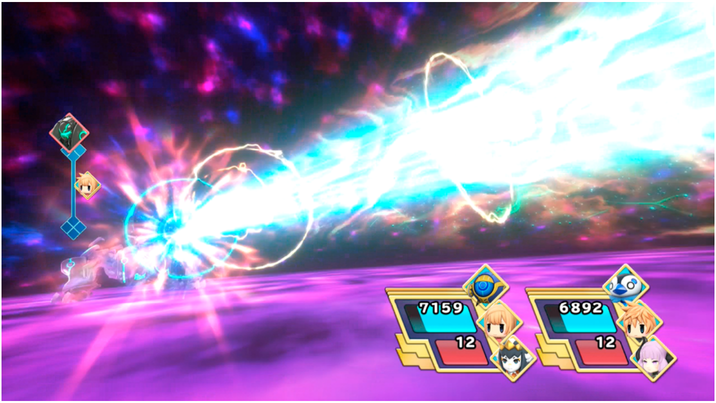


Vivi

Ah—ah—aaah!

Edgar is lounging in his castle when Faris stops by for a word. The Cogna she’s after has appeared in the desert, so Edgar volunteers to deal with it in her stead.

Wave Cannon
7159
12
6892
12



Omega Bane's a machine, so bring thunder and water, as usual. Watch out for its area-of-effect magical abilities, however, as well as its devastating Wave Cannon, which hits all party members for significant damage!

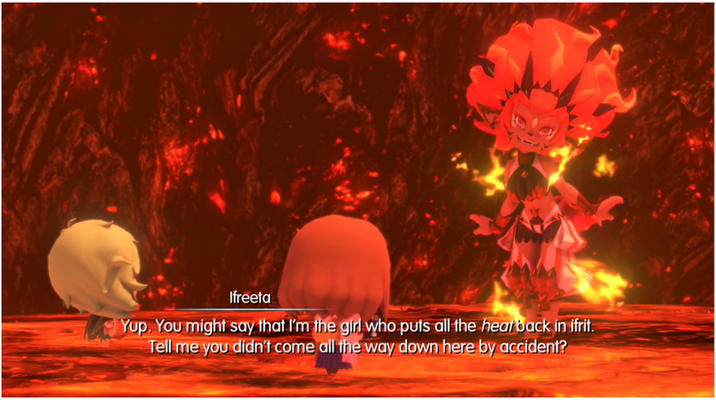
Fire Drill

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions

Conquer Rydia’s fear of the flames	Ifreeta ★	2	5	Ifreeta Memento, Hi-Potion x2	Hi-Potion	Clear all of the “The Five Cogna Lords” quests, and trigger the Ramuh cutscene from the Coliseum during the quest to capture the seven Pleiad. The cutscene can be triggered by doing all of the following: - Capturing Ifrit ★ and Shiva ★ from the Nebula Nitwits” Coliseum battle. - Reading “More Coliseum Whisperings” from the rumor radar. - Reaching the Postscript.

Rydia

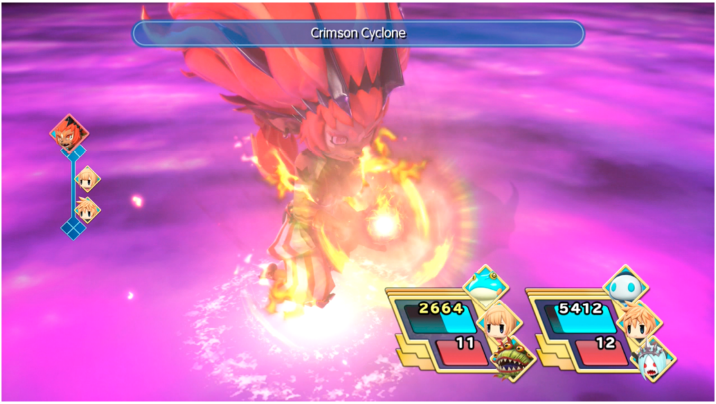
Not long ago, I started sensing a powerful fire entity here.
Even the other Mirages seem intent on keeping a healthy distance.



Ifreeta

Yup. You might say that I'm the girl who puts all the *heat* back in ifrit.
Tell me you didn't come all the way down here by accident?

You must face your fears in order to overcome them. In Rydia's case, that means walking into Valley Seven and facing the biggest, baddest, burning hunk of Mirage she can find. Luckily, she has Yuna with her for emotional support.

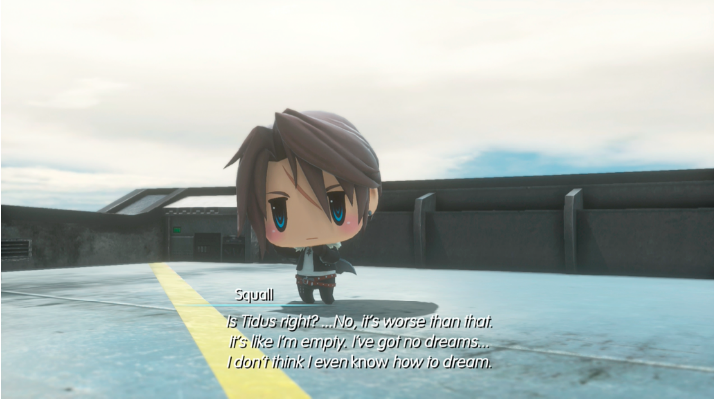


2664
11
5412
12

Treat this clash like an upgraded Ifrit battle, and bring your flame-retardant Mirages. Ifreeta ★ has the devastating Crimson Cyclone in her arsenal, which can hit the entire party even harder than Firaga! Ice, water, or dark magic will bring her down once you get a moment to attack.

The Unwritten Future

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Complete the League of S's assignment	Memecoleous	2	4	Bio Seed	Phoenix Pinion	After the Cogna are introduced in Chapter 21. "The Girl Who Forgot Her Name" must be cleared.

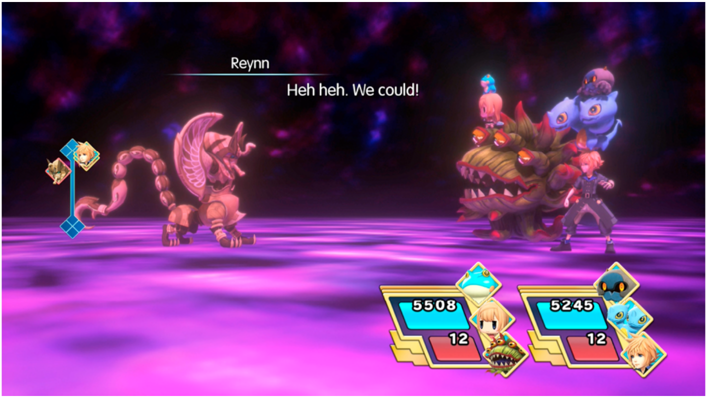


Squall

Is Tidus right? ...No, it's worse than that.
It's like I'm empty. I've got no dreams...
I don't think I even know how to dream.

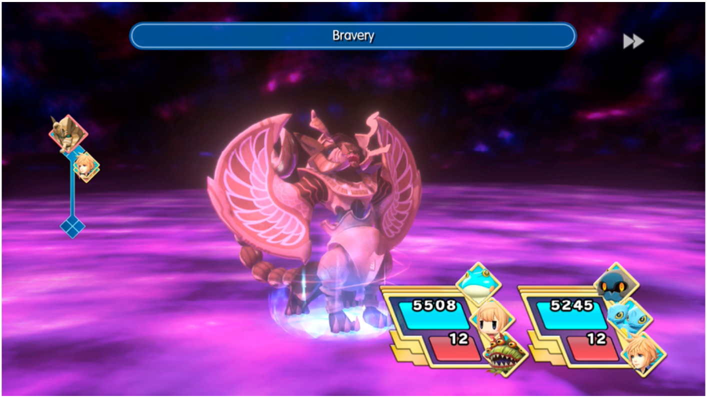
The League of S agents spend a quiet moment talking about what they want to do once the Cogna are defeated. Squall realizes that he doesn't have any dreams for the future, unlike everyone else, and starts feeling gloomy and depressed. However, there isn't much time to mope about: new orders from Quistis send him and Shelke off to take down a dangerous Mirage.

Ol' Meme is weak to wind and water, and you'll have to launch those attacks quickly, because he's quite fond of casting Doom on your party members off the bat! He'll also cast Bravery on himself to increase his physical strength, and use Great Sandstorm for an area-of-effect. Bring Esuna and Dispel to even the odds.

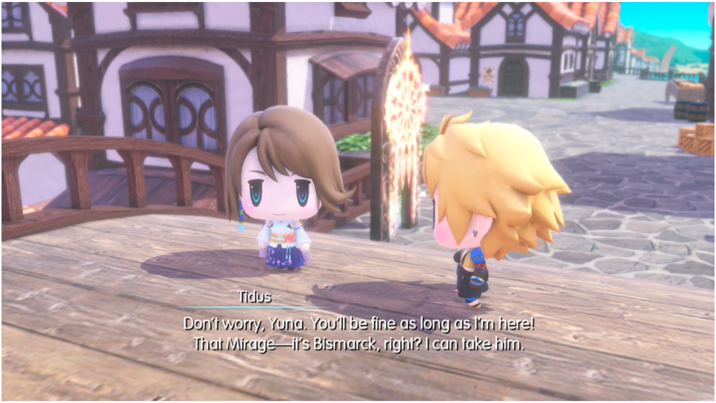


Reynn

Heh heh. We could!



Finger-Whistle Crisis						
Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Defeat Bismarck	Bismarck	2	5	Bismarck Memento, Resist Magic Defensei Seed	Hi-Potion	Clear all of the “The Five Cogna Lords” quests

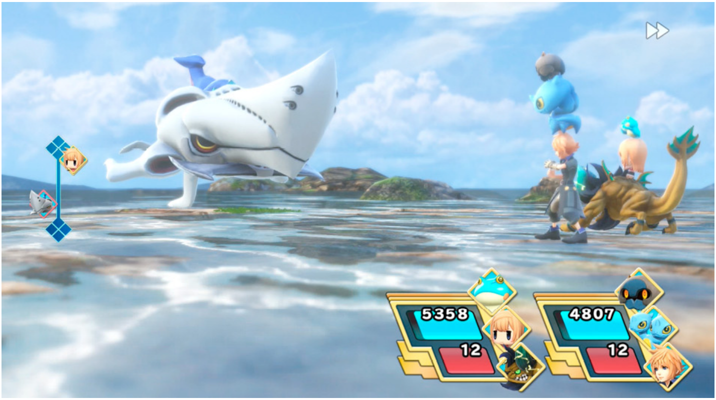

Tidus

Don't worry, Yuna. You'll be fine as long as I'm here! That Mirage—it's Bismarck, right? I can take him.

Tidus
Oop! We got company!

Yuna and Tidus walk along the beach, having a delightful date—er, conversation. Wait, hold up, they have a job to do! They're here to find Bismarck and bring it down. Time to stop talking and get searching.

Bismarck is weak to thunder or wind. His size allows for hard-hitting physical attacks, and he'll launch water abilities, as well. Crusher will topple your stack in a few hits, so keep an eye on your stability. Bismarck also has the passive ability "Sharkskin" which redirects a portion of close-quarters damage back at his attacker. In other words, be mindful of the physical attacks you launch.



Crusher
5549
12
4807
12

For Friends or Vengeance

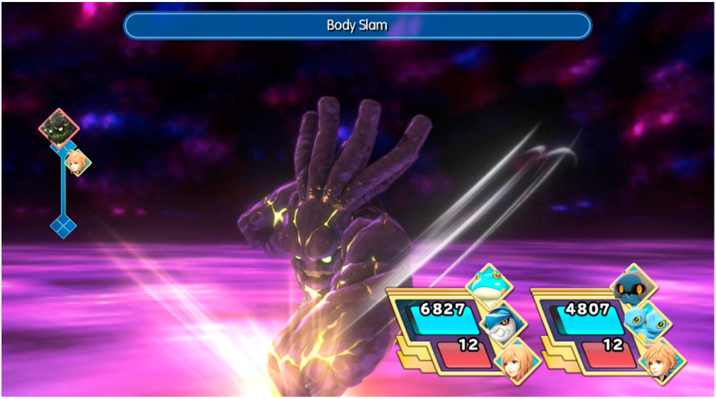
Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Hunt the silver-haired swordsman…?	Iron Muscles	2	5	Iron Muscles Memento, Resist Defensei Seed	Phoenix Pinion	Clear all of the “The Five Cogna Lords” quests

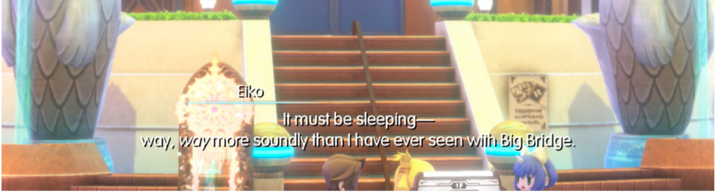
Cloud and Lightning are on a mission to take down an extremely dangerous Mirage. They stop by a village where Cloud hears a rumor that a “silver-haired swordsman” passed through recently. Cloud abandons his mission to hunt this man, leaving Lightning to face the monster alone.

Quistis

There have just been new sightings of an extremely powerful Mirage.
I need for the two of you to take care of it.

True to his name, Iron Muscles hits quite hard and has no real resistances or weaknesses. Hit him with your strongest abilities, or inflict Defense Down and go for the imprism.





Eiko

It must be sleeping—
way, *way* more soundly than I have ever seen with Big Bridge.

Investigating the Garden

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Solve the mystery of Balamb Garden	Einhänder, Security Eye, Magna Roader	2	5	Mega-Ether x2	Hi-Ether	Clear all of the “The Five Cogna Lords” quests

Eiko

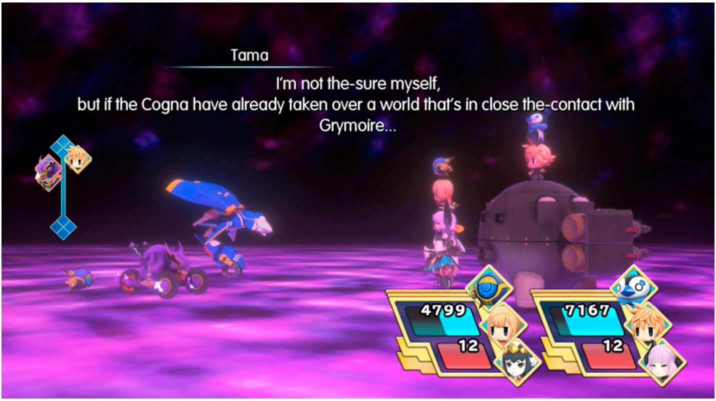
It must be sleeping—
way, *way* more soundly than I have ever seen with Big Bridge.

Quistis

Oh no. So it *is* connected to the Cogna?

Balamb Garden, the League of S's home base, is shrouded in mystery. Thinking that perhaps it is a creature similar to Big Bridge, Eiko, Quistis, and Squall decide to try to wake it up…

Thunder and water are the einhänder's and security eye's common weaknesses, while ice is the magna roader's weakness. You'll likely also want to bring some eldboxes so you can imprism these baddies! To do this, you'll need to inflict Evasion Down on the einhänder (try bringing a werebat with the Ultrasonics ability), then reduce the magna roader's HP. Save the security eye for last, as its prismtunity involves it being the last one standing.



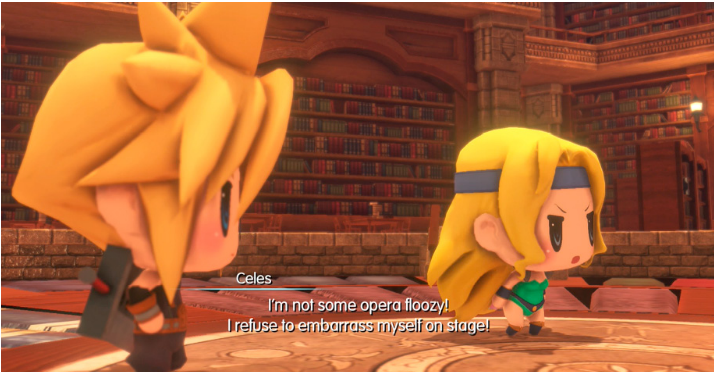
Tama

I'm not the-sure myself,
but if the Cogna have already taken over a world that's in close the-contact with Grymoire…

Blades
4177
12
7167
12

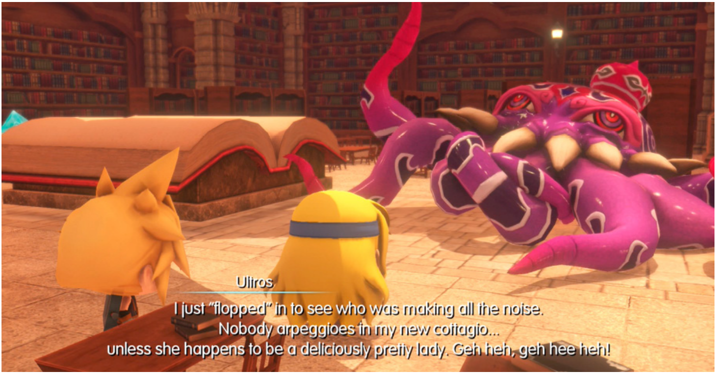
Operation Opera

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Take out the terror in Tometown	Ultros ★	2	5	Water Spellstone	Dragon Scale x2	Clear all of the "The Five Cogna Lords" quests. "Freak of Nature" must be cleared.



Celes

I'm not some opera floozy!
I refuse to embarrass myself on stage!



Ultros

I just "flopped" in to see who was making all the noise.
Nobody arpeggioes in my new cottagio...
unless she happens to be a deliciously pretty lady. Geh heh, geh hee heh!

Lann

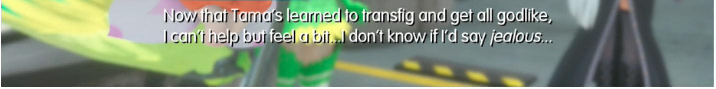
Not you again!

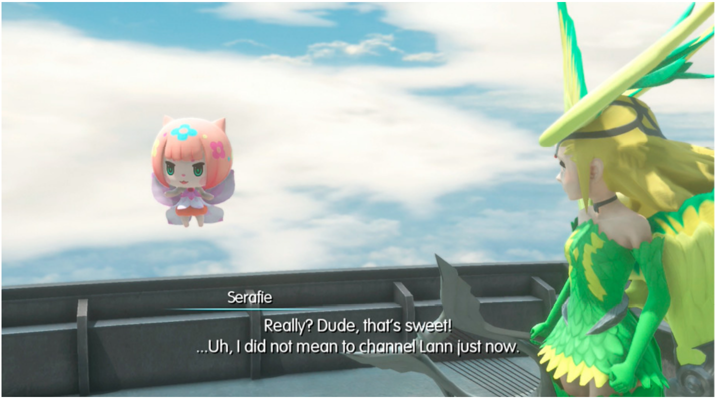
Cloud visits Tometown to do some research, but Cid bzeeks onto the scene and demands that Cloud and Celes put on an opera…

Ultros ★ (once again) brings forth all sorts of octopus-themed abilities, like Tsunami and the multi-hitting Octentacle. He can also (still) confuse your party members with Mind Blast, and he has a whole bunch of HP this time around. Use fire, light, or thunder attacks to tease him yet again until he's calamari. There's a chance of him casting Reflect, however, so resist the urge to go on autopilot.

A Smidge of Micro-Envy

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Help Serafie transfig	Diva Serafie	2	5	Siren Memento, Diva Serafie Memento, Wind Spellstone	Dragon Wing x2	Complete the "Vestiges of Life" Intervention Quest (which is part of the main story).

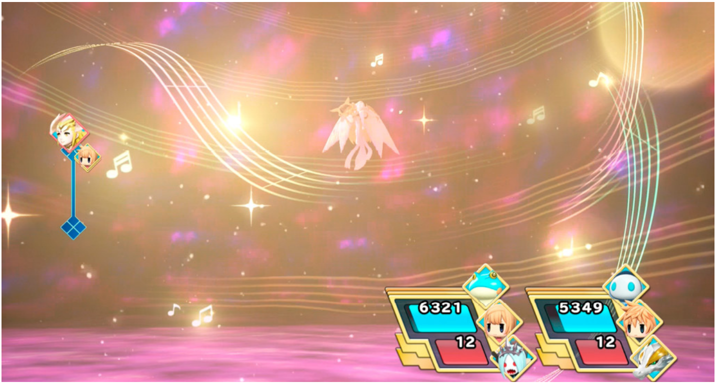

Now that Tama's learned to transfig and get all godlike,
I can't help but feel a bit...I don't know if I'd say *jealous*...


Serafie

Really? Dude, that's sweet!
...Uh, I did not mean to channel Lann just now.

Now that Tama can transfig into Tamamohimé, Serafie is feeling left behind. She visits Siren to ask for a bit of advice, and instead finds Hauyn and Siren all too willing to help…

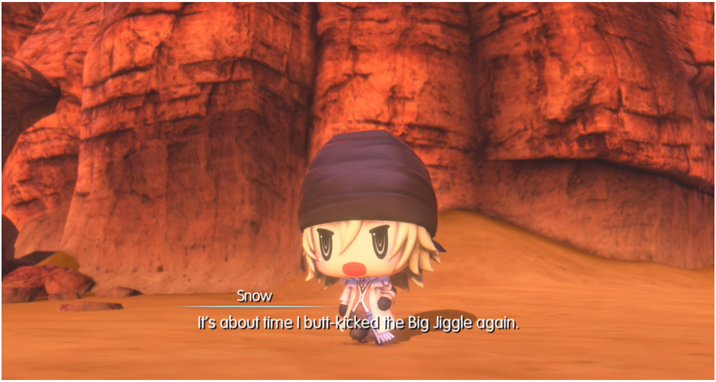
You'll want to use ice or dark attacks to tame Diva Serafie, and you'll have to do it fast because status effects a-plenty are this girl's game! She'll cast Haste on herself, Lullaby will put your party to sleep, and Silent Voice hits all enemies hard!



6321
12
5349
12

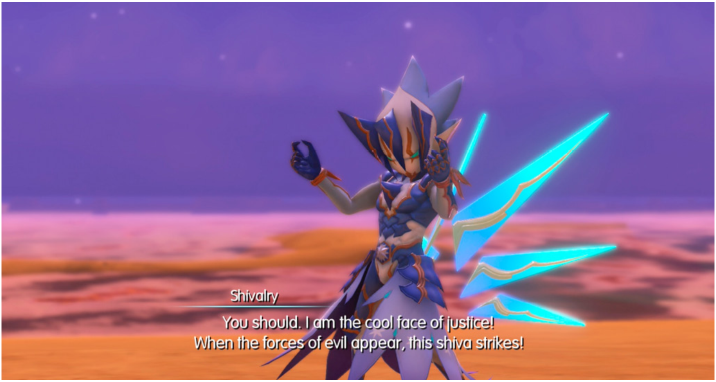
Cold, Hard Justice

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Give Big Jiggle the smackdown	Battle 1: Shivalry ★ Battle 2: Golden Flan	2	5	Shivalry Memento, Blizzara Seed	Solid Frigicite	“A Clash of Swords” must be cleared, and you must trigger the Ramuh cutscene from the Coliseum during the quest to capture the seven Pleiad. The cutscene can be accomplished by doing all of the following: - Capturing Ifrit ★ and Shiva ★ from the Nebula Nitwits” Coliseum battle. - Reading “More Coliseum Whisperings” from the rumor radar. - Reaching the Postscript.



Snow

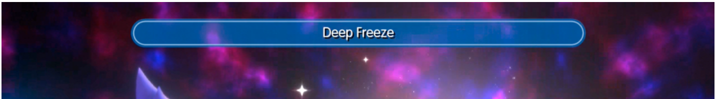
It's about time I butt-kicked the Big Jiggle again.



Shivalry

You should. I am the cool face of justice!
When the forces of evil appear, this shiva strikes!

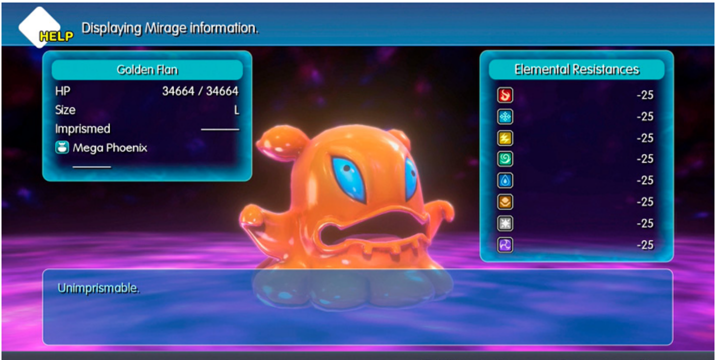
Snow's back in the swamp to lay the hurt on Big Jiggle...again. As usual, he summons his ally Shiva-Ixion to freeze up an ice bridge, but this time, something's got her spooked. Who is this strange Mirage that stands in their path...?



3043
12
2888
12

3043
12
2888
12

Shivalry ★ 's big attack is Deep Freeze, which—along with its animation being an awesome-looking superhero homage—hits single enemies on the scale of big ice spells like Blizzaga. It also inflicts Evasion Down on its victim. Heat up his blood and bring him to the light side with fire magic. Thunder, earth, or dark magic will also work, but they are less effective.



HELP Displaying Mirage information.

Golden Flan

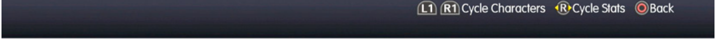
HP	34664 / 34664
Size	L
Imprismed	———

Mega Phoenix
———

Elemental Resistances

-25
-25
-25
-25
-25
-25
-25
-25

Unimprismable.



4759
5
2495
12

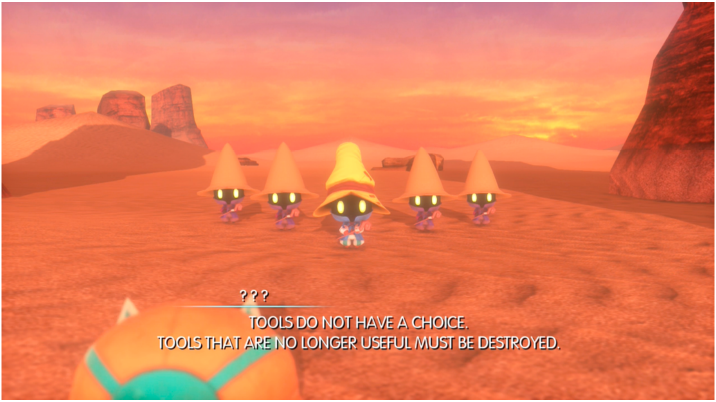
The narrative buildup to the final battle with Big Jiggle is possibly the greatest punchline in the game, and that's saying something. Even though it has fairly high physical defense, it is weak to absolutely every element you can throw at it, has lowered magic defense, and doesn't put up much of a fight otherwise. Sit back and enjoy.

No One's Tools

Objective	Enemies	Arma Gem Cost	Difficulty Ranking	Reward (1st Completion)	Reward (Subsequent Completions)	Quest Unlock Conditions
Find out what's deactivating the Black Mages	Golem Head x3	2	4	Golem Head Memento, Mega-Potion	Hi-Potion	Clear all of the "The Five Cogna Lords" quests

Vivi

A Mirage...came to the training grounds threatening to destroy us all?!



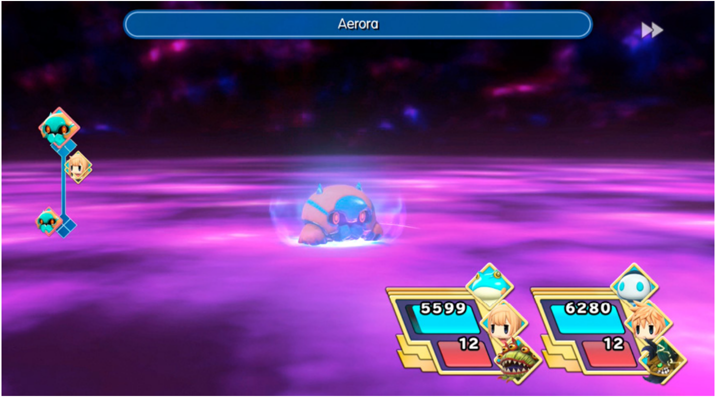
???

TOOLS DO NOT HAVE A CHOICE.
TOOLS THAT ARE NO LONGER USEFUL MUST BE DESTROYED.

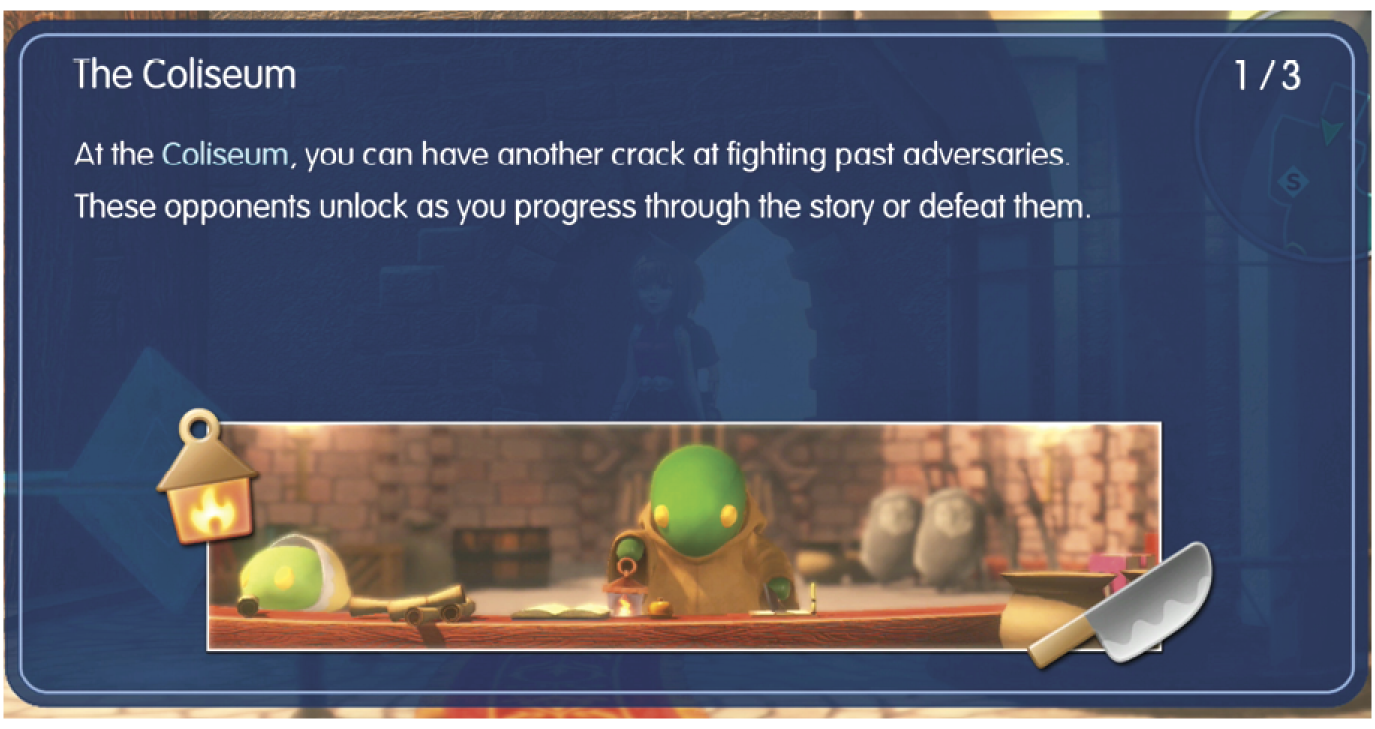
Vivi learns that Mirages have appeared in the training grounds and declared that they will destroy the Black Mages. The Black Mages have already begun to deactivate, and so Vivi and his fellows head to face this existential thread and forge their own destiny.

The golem heads have some good defense and hard heads that allow for painful physical attacks. Hit them with anything but earth attacks. Wind will make the battle go slightly faster—which, oddly enough, they use on you, as well.

6166
12
6280
12

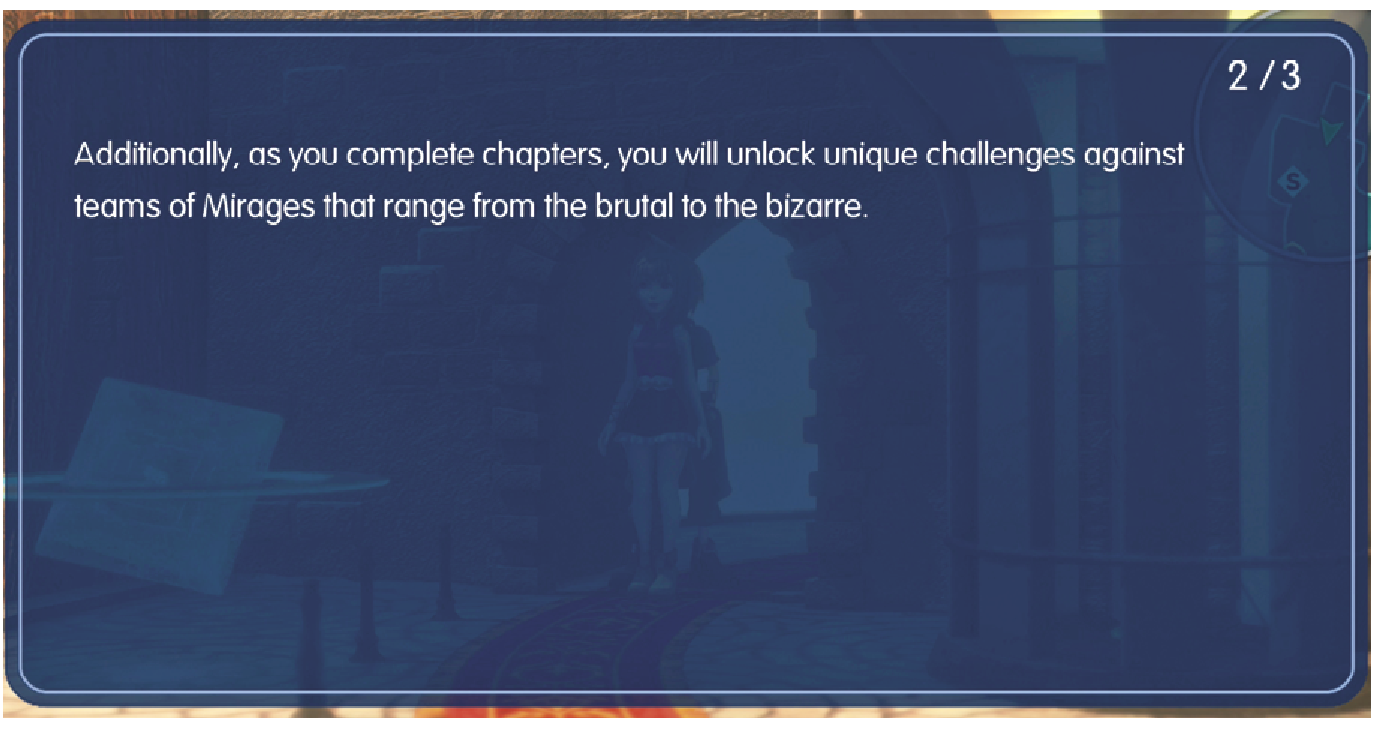


Battles at the Coliseum



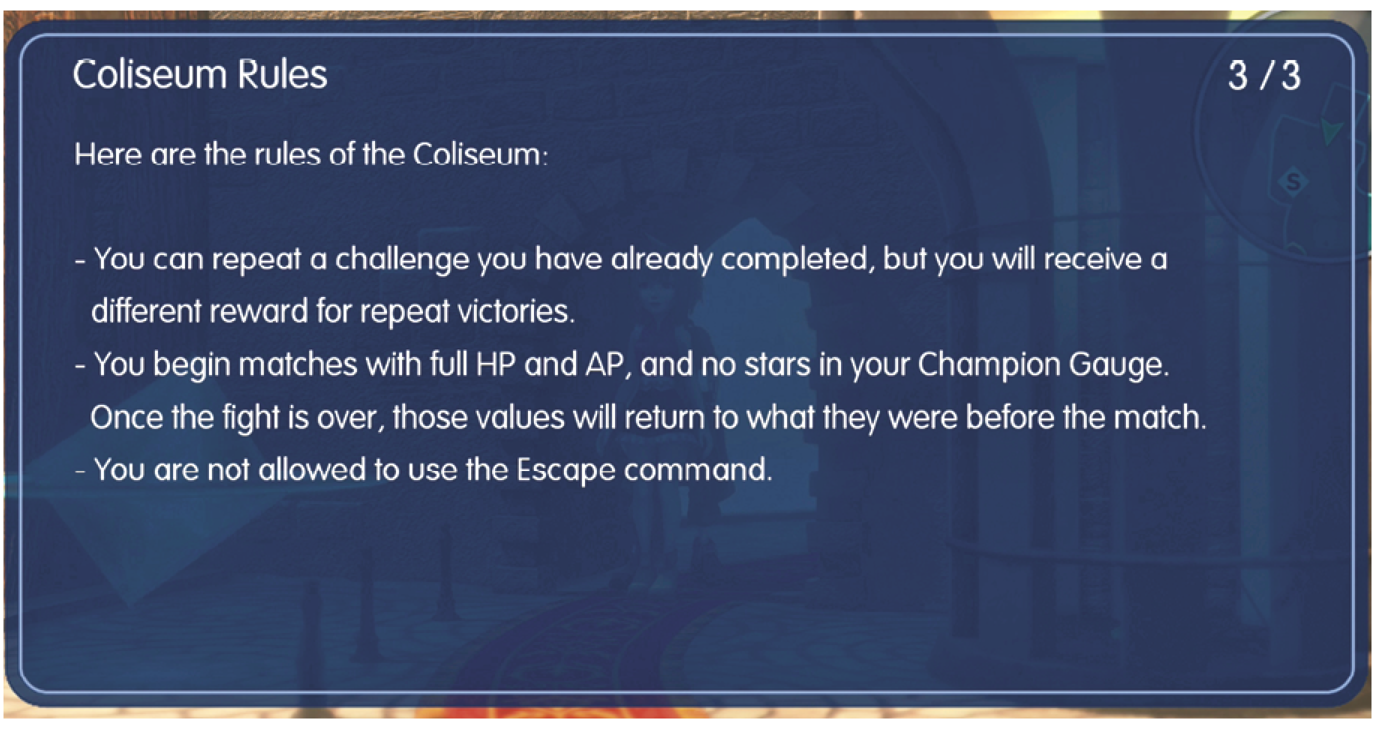
The Coliseum 1 / 3

At the Coliseum, you can have another crack at fighting past adversaries. These opponents unlock as you progress through the story or defeat them.



2 / 3

Additionally, as you complete chapters, you will unlock unique challenges against teams of Mirages that range from the brutal to the bizarre.



Coliseum Rules 3 / 3

Here are the rules of the Coliseum:

- You can repeat a challenge you have already completed, but you will receive a different reward for repeat victories.
- You begin matches with full HP and AP, and no stars in your Champion Gauge. Once the fight is over, those values will return to what they were before the match.
- You are not allowed to use the Escape command.

From the beginning of Chapter 5 onward, upon attempting to travel to Nine Wood Hills's North Promenade, Reynn and Lann will be invited to the Coliseum. Here, they can fight against teams of Mirages for prizes. You can gain access to more battles by progressing through the main story, defeating enemies and Mirages in the main story, and completing Intervention Quests. Note that no EXP is gained from winning these battles, but there are plenty of other rewards on offer!

PREPARATION IS THE KEY TO VICTORY

The later stages of the Coliseum have enemies that reach Level 80 and beyond! Having Lann, Reynn and all of your Mirages around the Lv. 65-75 range is a good idea before tackling them. This goes for your Mega Mirages, as well.

Speaking of Mega Mirages, if you want to have an even easier time of things, get your bahamut Mega Mirage to at least Lv. 60, complete his Mirage Board, and give him Magic+++. Megaflare is already no joke, but with those stats behind him, his damage potential approaches ridiculousness.

Good places to grind for levels to take on the later Coliseum battles are the EX Dungeons, which open up after you beat the Postscript. If you haven't cleared the Postscript yet, another excellent place is the Secret Ice Ridge location in the Ice Ridge dungeon. It's the area that opens up during the Vestiges of Life quest (where you obtain Tamamohimé).

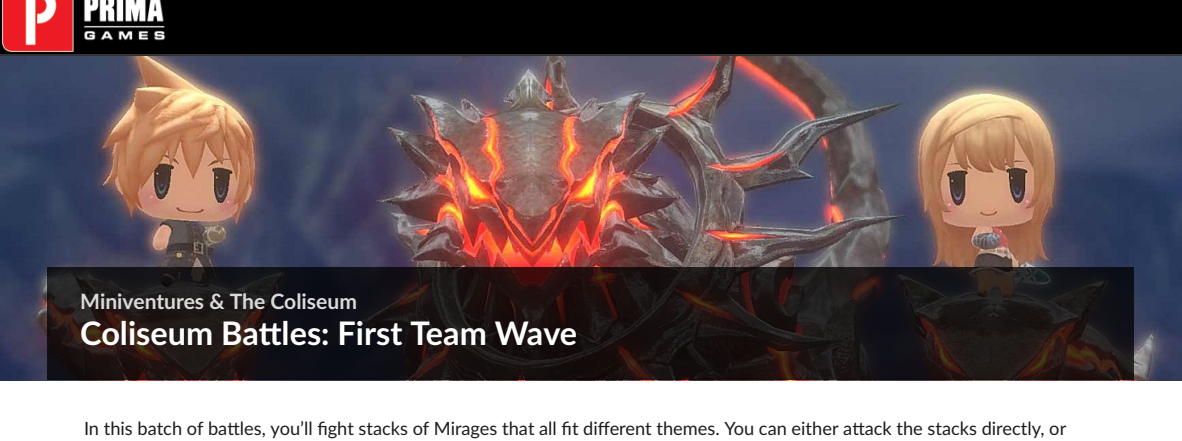
WAIT UNTIL YOU'RE READY

As a general rule, hold off on entering a Coliseum battle unless your party is close in level to the team you're planning to fight. Going in underleveled is a good way to have a bad time, to the point where even a strategy guide won't help you!

That said, losing doesn't carry any harsh consequences—you're just warped back to the front desk as if nothing happened.

IMPRISMS A-PLENTY!

The Coliseum is a great place to imprism a wide variety of Mirages. However, many of them come in stacks, so you'll have to use stack-toppling abilities to topple them and imprism the Mirages individually. For machines, be sure to bring eldboxes, as well.



Miniventures & The Coliseum

Coliseum Battles: First Team Wave

In this batch of battles, you'll fight stacks of Mirages that all fit different themes. You can either attack the stacks directly, or topple the stacks and take on each Mirage one-by-one. For teams that are weaker than you, go for the former tactic. For stronger teams or Mirages that you want to imprism, go for the latter.

FF MASCOTS 1

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
11	Chocobo Stack (Chocobo, Moogle) x3	Phoenix Pinion	Phoenix Down x2	Clear Chapter 4

Chocobo Kick

Wind Rhapsody

While neither of these little guys presents much of a problem, the moogles do come with a couple of spells that can prolong the fight if you let him use them. If you have the raw power, bash them with everything you've got—otherwise, topple the stacks, then conquer.

FOREST FAUNA 1

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
14	Valefor Stack (Mu, Cockatrice, Valefor) x2	Cure Seed	Potion x2	Clear Chapter 5

Classic
Attack
Imprism
Unstack
Defend

Dark magic works best against these stacks, but water, ice, or thunder will work, as well. Watch out for wind and fire attacks, as well as the cockatrice's one-hit-KO Death Beak!

BEASTLY BURDEN 1

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
17	Fenrir Stack (Reaver Mu, Babyhemoth, Fenrir) x2	Blizzard Seed	Frigicite x2	Clear Chapter 6

Basic
Attack
Abilities
Champions
Escape
Unstack
Items
Imprism
Mega Mirages
Defend

Get ready for a gauntlet of hard-hitting physical attacks. Bring fire or dark abilities.

CATCH OF THE DAY 1

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
17	Mega Sharqual Stack (Quacho, Sharqual, Mega Sharqual) x2	Water Seed	Fish Scale x2	Clear Chapter 8

A litany of water attacks will be headed your way. Use thunder, wind, or dark magic to counter.

MOUNTAIN MIRAGES 1

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
20	Mythril Giant Stack (Mini Golem, Copper Gnome, Mythril Giant) x2	Balance Seed	Potion x5	Clear Chapter 9

These guys dole out hard-hitting earth and physical attacks. Counter with thunder and wind.

TEAM RED 1

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
24	Red Dragon Stack (Flammantoise, Blood Eye, Red Dragon) x2	Fire Seed	Bomb Fragment x2	Clear Chapter 10

Basic
Attack
Abilities
Champions
Escape
Unstack
Items
Imprism
Mega Mirages
Defend

You'll see a lot of fire in this fight. Bring thunder, ice, water, or light abilities. You can also Blind these stacks or put them to Sleep fairly easily.

BOMBS AWAY 1

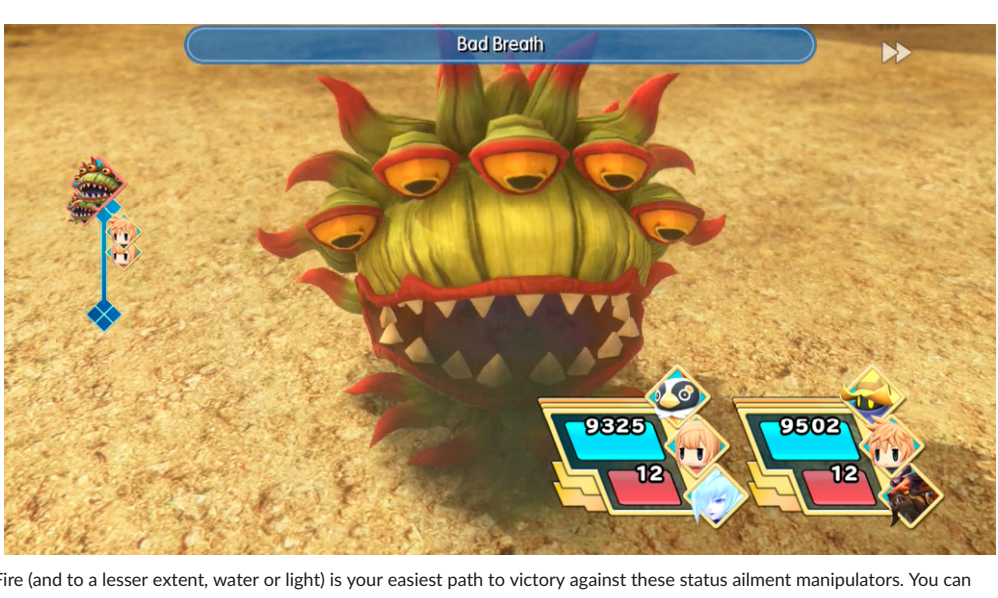
Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
26	King Bomb Stack (Bombino, Bomb, King Bomb) x2	Bomb Core x3	Bomb Fragment x2	Clear Chapter 11

Basic
Attack
Abilities
Champions
Escape
Unstack
Items
Imprism
Mega Mirages
Defend

Bombs, bombs everywhere, and fire magic right behind! Douse these guys with as much water as you can, and move on.

THE USUAL NUISANCES 1

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
29	Malboro Stack (Mini Flan, Goblin, Malboro) x2	Turbo Ether	Hi-Ether x2	Clear Chapter 12



Fire (and to a lesser extent, water or light) is your easiest path to victory against these status ailment manipulators. You can also Confuse them or cast Doom to make the fight easier or end it even more quickly. And you'll want to end things quickly, before Bad Breath gets launched and you're hit with so many ailments you can't think straight.

TEAM BROWN 1

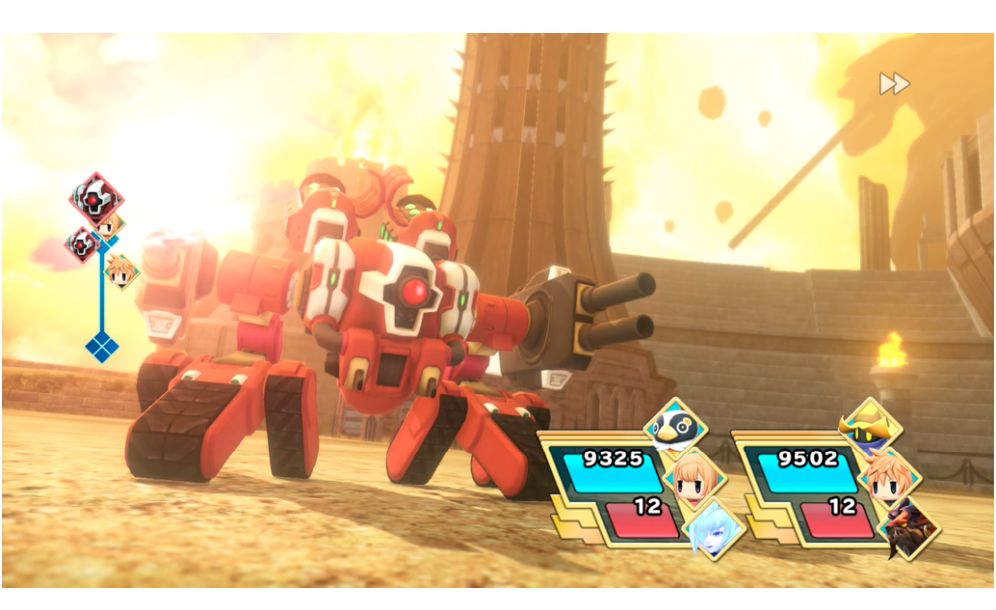
Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
30	Sand Worm Stack (Sandicore, Cocadrille, Sand Worm) x2	X-Potion	Hi-Potion x2	Clear Chapter 13

Earthquake

Wind and water abilities are these stacks' biggest weaknesses. If you don't have those, ice and dark abilities can be effective. Bring a team that can stand against physical and earth abilities.

THE REACTOR PACK 1

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
33	Death Machine Stack (Searcher, Bihydra, Death Machine) x2	Thunder Seed 1	Electro Marble x2	Clear Chapter 14



Classic
Attack
Imprism
Unstack
Defend

Water will short out the stacks most easily, and thunder is almost as effective. As always, guard against their heavy artillery. Watch out for counterattacks from the death machines, as well. The searcher can use Cure, so be sure to hit hard.

TEAM BLACK 1

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
36	Magitek Armor Stack (Korrigan, Deathskull, Magitek Armor) x2	X-Potion	Hi-Potion x2	Clear Chapter 15

Classic
Attack
Imprism
Unstack
Defend

Fire, light, and thunder abilities work best here. While launching them, you'll have to deal with Magitek armor beams, and the enemies' ability to drain your AP!

TEAM YELLOW 1

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
40	Kuza Beast Stack (Lucky Toad, Chocobo, Kuza Beast) x2	Lightning Spellstone x2	Lightning Marble	Clear Chapter 16

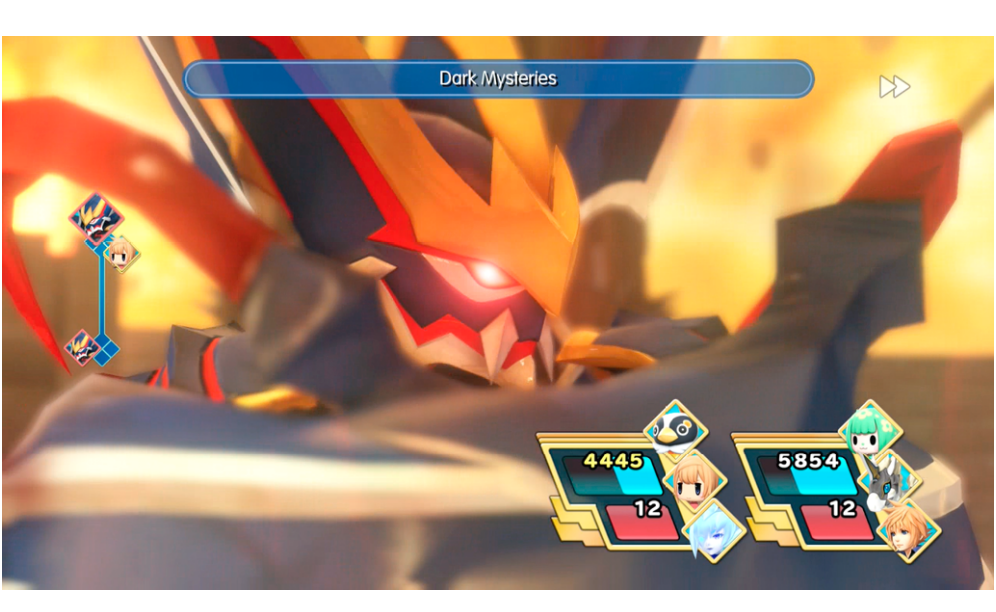
Light abilities will cut into these stacks like a hot knife through butter. That said, they can do the same to you with Sleep spells and thunder attacks. They can also heal themselves! Stay vigilant.

Lullaby
Attack
Imprism
Unstack
Defend

Basic
Attack
Abilities
Champions
Escape
Unstack
Items
Imprism
Mega Mirages
Defend

VAMPIRE PEDIGREE 1

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
43	Vampire Prime Stack (Werebat, Vampire, Vampire Prime) x2	Dark Resistance+ Seed	Hi-Ether x2	Clear Chapter 17



Between their relentless dark magic and constant health siphoning, these guys are bad news! Vanquish them with light abilities—or water in a pinch—as quickly as possible. Keep in mind that the werebats can use "Evade and Counter" on physical attacks, so attacking with magic is best.

TONBERRY TRIBE 1

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
49	Tonberry King Stack (Baby Tonberry, Tonberry, Tonberry King) x2	Accuracy+ Seed	Hi-Potion x2	Clear Chapter 18

Tonberries are absolutely deadly with their physical attacks. Watch out for water magic, as well. Light and thunder abilities are your best allies. Try to beat these foes quickly, as they'll sometimes counter for lots of HP once you defeat a few of them.

FF CLASSICS 1

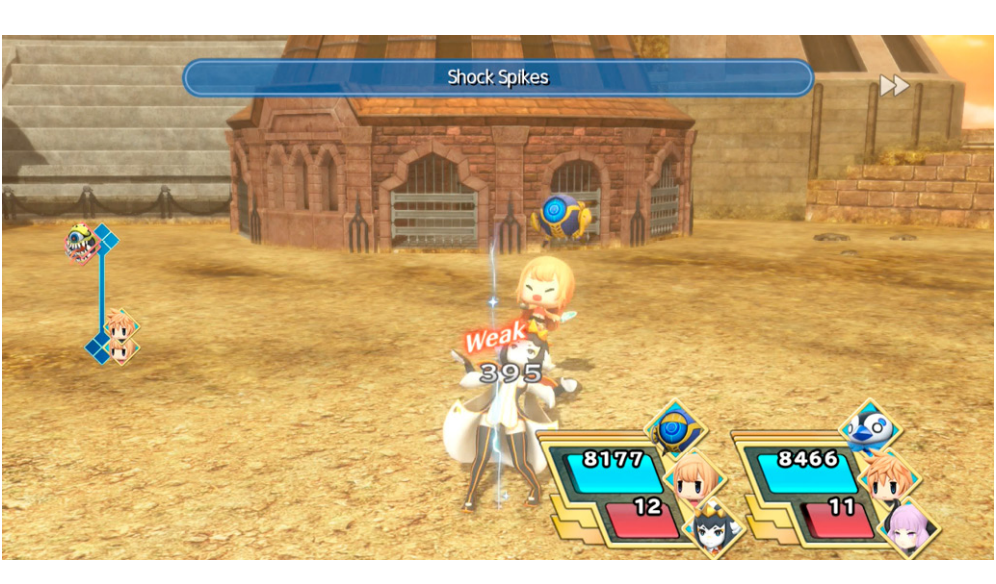
Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
50	Red Dragon Stack (Cactuar, Tonberry, Red Dragon) x2	Agility+ Seed	Hi-Ether x2	Clear Chapter 19

1,000 Needles

These stacks bring a balanced blend of fire abilities, water abilities, and physical attacks. Cast ice or thunder magic for the quickest battle.

HIGH FLIERS 1

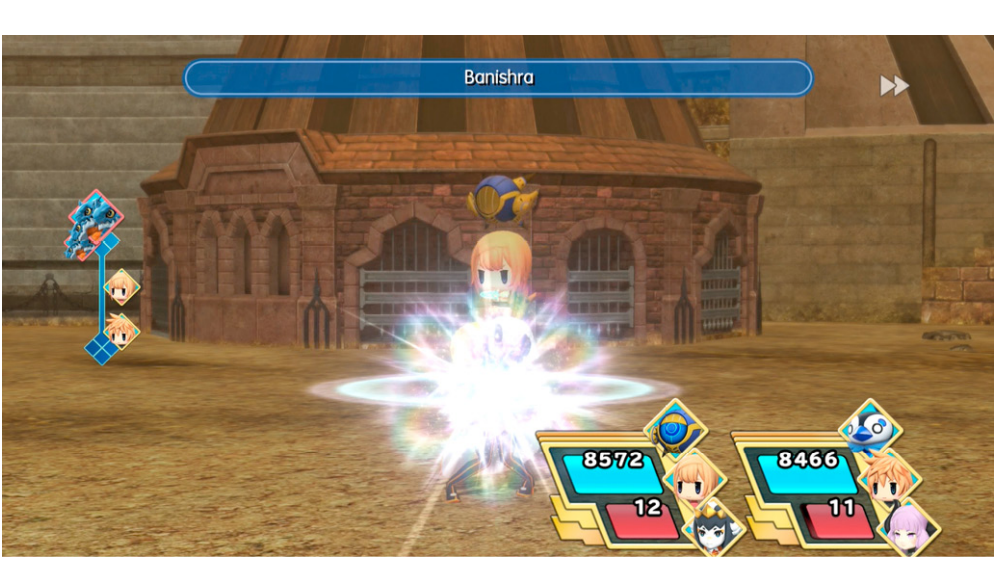
Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
53	Ahriman Stack (Imp, Spark Dragon, Ahriman) x2	X-Potion	Hi-Potion x2	Clear Chapter 20



You'll have to guard against thunder, dark, and stack-topping physical attacks. Counter with wind, water, earth, or your own light abilities.

TEAM BLUE 1

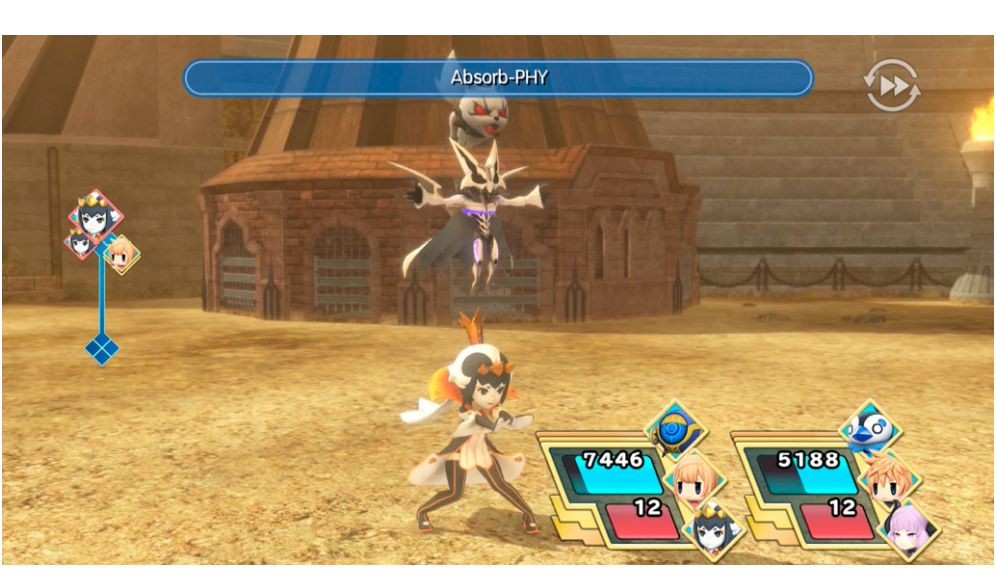
Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
57	Trihyde Stack (Water Toad, Paleberry, Trihyde) x2	Water Spellstone x2	Dragon Scale x2	Clear Chapter 21



Prepare for light, water, and physical attacks, including the paleberry's painful Knife. Counter with fire or thunder for best results.

TEAM WHITE 1

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
62	Quacho Queen Stack (White Nakk, Demivampire, Quacho Queen) x2	Mega Phoenix	Phoenix Pinion x3	Clear Chapter 22



Sweet Breath

The Quacho Queen is a water mistress and can drain your strength. Meanwhile, the demivampire can steal your HP and AP! Power through these tactics, stay healed, and counter with fire and thunder attacks for best results.

THE FINISHING TOUCH 1

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
62	Sand Worm Stack (Minimantoise, Carbuncle, Sand Worm), Behemoth Stack (Mini Flan, Skull Eater, Behemoth)	Mega-Ether x2	Turbo Ether	Clear Chapter 22

Attack
Imprism
Unstack
Defend

All six Mirages together can construct an unstoppable offense and impregnable defense if you let them last too long. The sand worm stack is weakest to ice and dark magic, and the behemoth stack is weak to fire and dark magic.

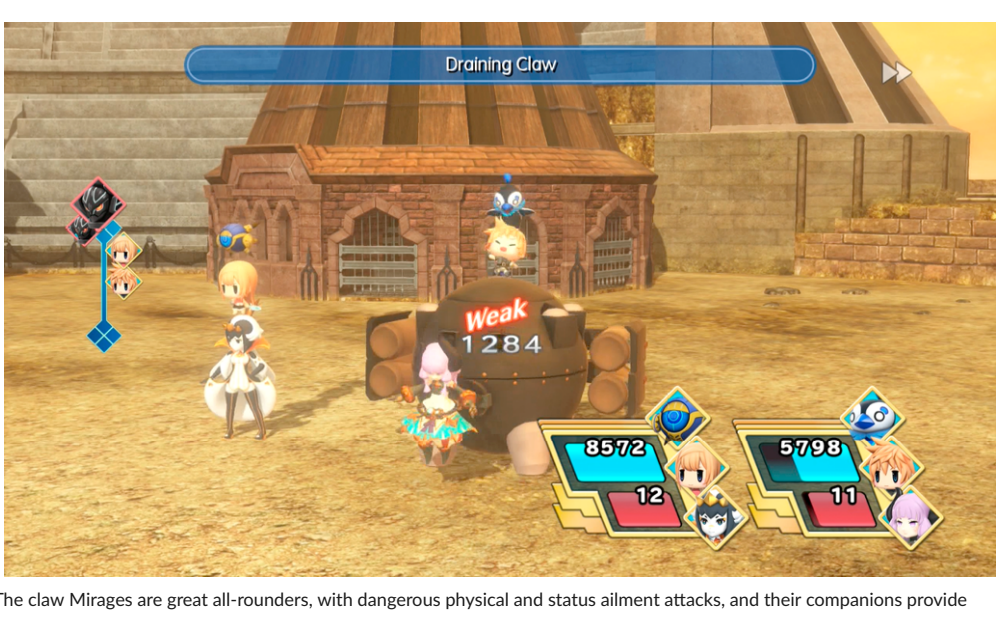
A better strategy is to try to divide and conquer if you can by toppling the stacks. Bring your best stack-toppling abilities to accomplish this. Once the stacks are broken, here are the elemental weaknesses of each individual Mirage:

- Minimantoise: Ice and thunder
- Carbuncle: Dark
- Sand Worm: Ice, wind and water
- Mini Flan: Fire
- Skull Eater: No resistances or weaknesses
- Behemoth: Dark

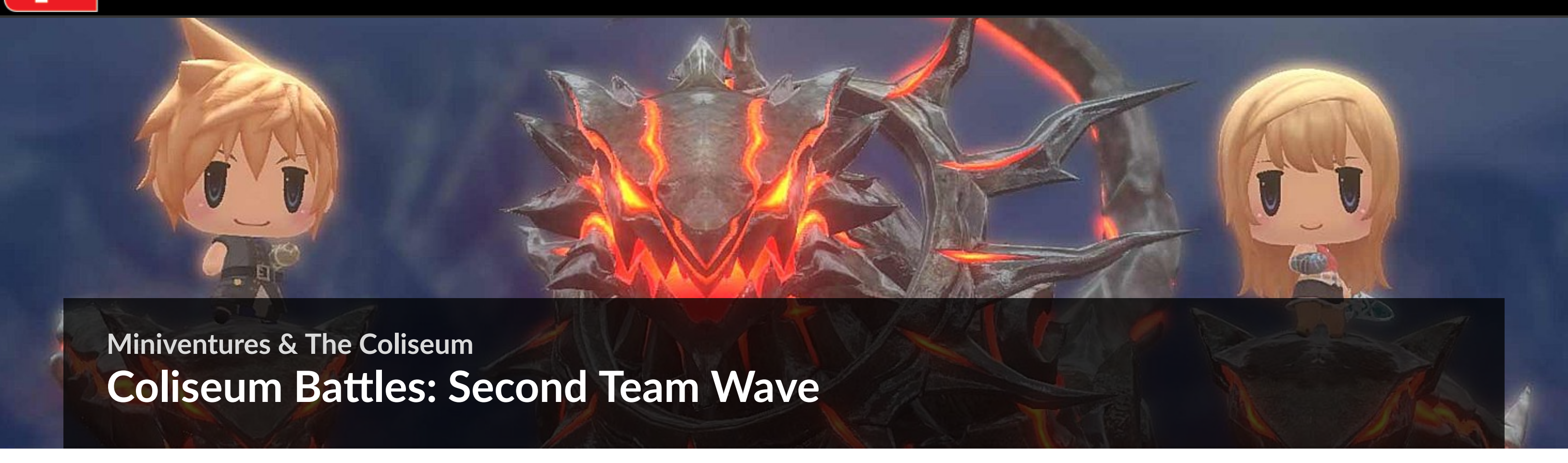
UNLIKELY ALLIANCE 1

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
62	Left Claw Stack (Floating Eye, Left Claw), Right Claw Stack (Blood Eye, Right Claw)	Megalixir	X-Potion	Clear Chapter 22

Draining Claw



The claw Mirages are great all-rounders, with dangerous physical and status ailment attacks, and their companions provide similar backup. Wind and light magic are your best modes of offense for the left claw stack, and water will aid you for the right claw stack. Toppling and imprisming the claws will make your job even easier.



Miniventures & The Coliseum

Coliseum Battles: Second Team Wave

For this set, you'll fight stronger, higher-leveled versions of the teams you fought in the first wave. The same strengths and weaknesses apply to these teams as in the first wave, but they'll hit harder and more often, and they'll have higher defense!

Level up and fortify your team before taking on this bunch. Stick to stack weaknesses and topples, and you'll come out victorious. Remember that imprisming Mirages can end a fight quickly if you succeed!

FF MASCOTS 2

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
31	Chocobo Stack (Chocobo, Moogle) x3	X-Potion	Hi-Potion x2	Clear Chapter 4

FOREST FAUNA 2

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
34	Valefor Stack (Mu, Cockatrice, Valefor) x2	Turbo Ether	Hi-Ether x2	Clear Chapter 5

BEASTLY BURDEN 2

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
37	Fenrir Stack (Reaver Mu, Babyhemoth, Fenrir) x2	Ice Spellstone x2	Solid Frigicite x3	Clear Chapter 6

CATCH OF THE DAY 2

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
37	Mega Sharqual Stack (Quacho, Sharqual, Mega Sharqual) x2	Water Spellstone x2	Dragon Scale x2	Clear Chapter 8

MOUNTAIN MIRAGES 2

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
40	Mythril Giant Stack (Mini Golem, Copper Gnome, Mythril Giant) x2	Earth Spellstone x2	Earth Hammer x2	Clear Chapter 9

TEAM RED 2

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
44	Red Dragon Stack (Flammantoise, Blood Eye, Red Dragon) x2	Resist Sleep Seed	Hi-Ether x2	Clear Chapter 10

BOMBS AWAY 2

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
46	King Bomb Stack (Bombino, Bomb, King Bomb) x2	Fire Spellstone x2	Bomb Core x2	Clear Chapter 11

THE USUAL NUISANCES 2

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
49	Malboro Stack (Mini Flan, Goblin, Malboro) x2	Resist Poison Seed	Turbo Ether	Clear Chapter 12

TEAM BROWN 2

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
50	Sand Worm Stack (Sandicore, Cocadrille, Sand Worm) x2	Earth Spellstone x2	Earth Hammer x2	Clear Chapter 13

THE REACTOR PACK 2

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
53	Death Machine Stack (Searcher, Bihydra, Death Machine)x2	Wind Spellstone x2	Dragon Wing x2	Clear Chapter 14

TEAM BLACK 2

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
56	Magitek Armor Stack (Korrigan, Deathskull, Magitek Armor) x2	Balancega Seed	X-Potion	Clear Chapter 15

TEAM YELLOW 2

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
60	Kuza Beast Stack (Lucky Toad, Chocobo, Kuza Beast) x2	Thundara Seed	Lightning Marble x2	Clear Chapter 16

VAMPIRE PEDIGREE 2

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
63	Vampire Prime Stack (Werebat, Vampire, Vampire Prime) x2	Mega Phoenix	Phoenix Pinion x3	Clear Chapter 17

TONBERRY TRIBE 2

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
69	Tonberry King Stack (Baby Tonberry, Tonberry, Tonberry King) x2	Accuracy++ Seed	Turbo Ether	Clear Chapter 18

FF CLASSICS 2

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
70	Red Dragon Stack (Cactuar, Tonberry, Red Dragon) x2	Agility++ Seed	X-Potion	Clear Chapter 19

HIGH FLYERS 2

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
73	Ahriman Stack (Imp, Spark Dragon, Ahriman) x2	Resist Confusion Seed	Turbo Ether	Clear Chapter 20

TEAM BLUE 2

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
77	Trihyde Stack (Water Toad, Paleberry, Trihyde) x2	Resist Slow Seed	X-Potion	Clear Chapter 21

TEAM WHITE 2

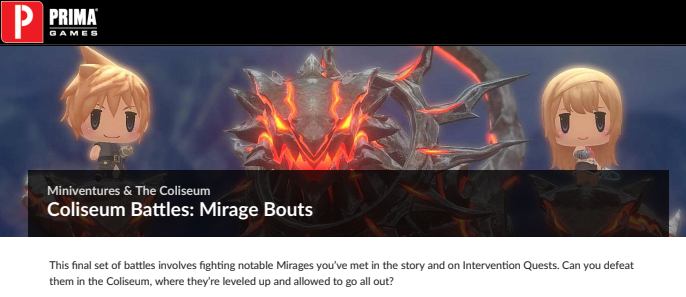
Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
82	Quacho Queen Stack (White Nakk, Demivampire, Quacho Queen) x2	Unei's Mirror	Elixir	Clear the Postscript

THE FINISHING TOUCH 2

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
82	Sand Worm Stack (Minimantoise, Carbuncle, Sand Worm), Behemoth Stack (Mini Flan, Skull Eater, Behemoth)	Griffin's Heart	Elixir	Clear the Postscript

UNLIKELY ALLIANCE 2

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
82	Left Claw Stack (Floating Eye, Left Claw), Right Claw Stack (Blood Eye, Right Claw)	Strength++ Seed	Elixir	Clear the Postscript



Miniventures & The Coliseum

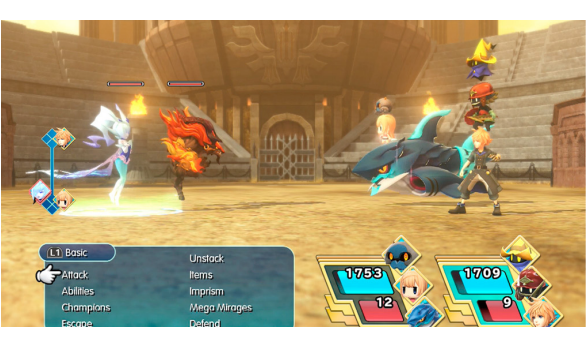
Coliseum Battles: Mirage Bouts

This final set of battles involves fighting notable Mirages you've met in the story and on Intervention Quests. Can you defeat them in the Coliseum, where they're leveled up and allowed to go all out?

In some cases, it might be easier to imprism Mirages instead of winning with brute force. Use Libra to check out their prismtunity conditions and act accordingly. You can also look up Mirage prismtunity conditions in the Mirage Manual.

THE NEBULA NITWITS

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
40	Shiva ★, Ifrit ★	Fire Spellstone x2	Bomb Core	Win at least three Coliseum battles. Afterward, there is a 30% chance of this battle replacing the next one you choose. NOTE: During the Postscript (Chapter 22), when you're in your background quest to round up the seven Pleiad, you have a 100% chance to enter this battle without having won three prior battles. Be sure to view the rumor about them from Serafie!


L1 Basic
Attack
Abilities
Champions
Escape
Unstack
Items
Imprism
Mega Mirages
Defend
1753
12
1709
9

If you just want to defeat Shiva ★ and Ifrit ★ quickly, use fire or dark abilities on Shiva ★, and ice or water on Ifrit ★. Odds are, however, that you want to imprism them, especially if you're at low levels. For that, use ice on Shiva and fire on Ifrit ★ to create prismtunities and bag yourself two of the Pleiad's Seven. They'll prove quite helpful down the road!

HUNTERS OF THE RIDGE

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
37	Fenrir, White Nakk x4	Blizzara Seed	Solid Frigicite x2	Defeat grandfenrir in the story

8166
12
7983
12

Blizzard
7822
12
7609
12

This fenrir and his pack will gnaw at you with their teeth and assault you with ice magic. Send them running with fire.

KUPIRATE KRISIS

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
40	Kupirate x6	Turbo Ether	Hi-Ether x2	Fight Faris in the story

Water Harmony
8398
12
8065
12

8398
12
8065
12

These swabbies from the high seas will repeatedly send water spells at you. Wind and thunder abilities send these puny pirates scattering.

LORD OF THE KABOOM

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
47	King Bomb	Fira Seed	Bomb Core x2	Defeat the king bomb Mirage in the story

831
8572
11
7635
12

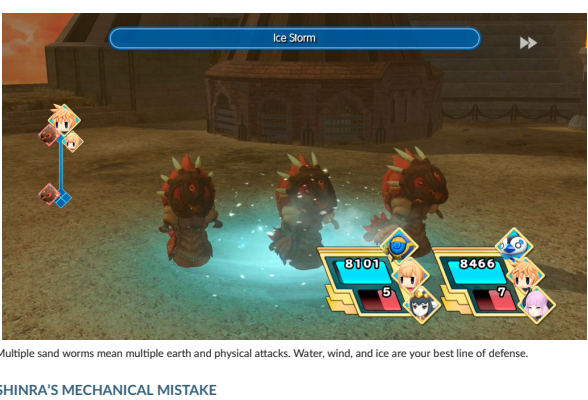
Fire
8572
11
7635
12

As long as you're properly leveled, a single king bomb should prove little problem. Launch water magic at it to take out its spark.

JUST ANOTHER DAY ON THE SANDS

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
52	Sand Worm x3	Quake Seed	Earth Hammer x2	Defeat the sand worm Mirages in the story

L1 Basic
Attack
Abilities
Champions
Escape
Unstack
Items
Imprism
Mega Mirages
Defend
8572
12
8466
11


Ice Storm
8301
8466

Multiple sand worms mean multiple earth and physical attacks. Water, wind, and ice are your best line of defense.

SHINRA'S MECHANICAL MISTAKE

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
53	Death Machine	Strength+ Seed	Hi-Potion x2	Defeat the death machine Mirage in the story

Retaliatory Missile
8572
12
8466
11

8066
12
8334
12

It may be just one death machine, but it throws everything it has at you—missiles, counterattacks, shells, the works. Throw thunder and water back at it.

HOT TEMPER, WARM HEART

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
55	Ifrit ★	Ifrit Memento	Bomb Core x2	Clear "The Nebula Nitwits" Coliseum battle; be sure to imprism both Shiva ★ and Ifrit ★. Then read "More Coliseum Whisperings" from Serafie's Rumor Radar, and come back to the Coliseum. A new cutscene will trigger to unlock this quest.

8572
12
8466
12

Firaga
8572
12
8466
12

Use fire attacks to create a prismtunity. Use water or ice magic to defeat Ifrit ★ in this battle.

THE ICE SCULPTURE COLLECTOR

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
55	Shiva ★	Shiva Memento	Solid Frigicite x2	Clear "The Nebula Nitwits" Coliseum battle; be sure to imprism both Shiva ★ and Ifrit ★. Then read "More Coliseum Whisperings" from Serafie's Rumor Radar, and come back to the Coliseum. A new cutscene will trigger to unlock this quest.

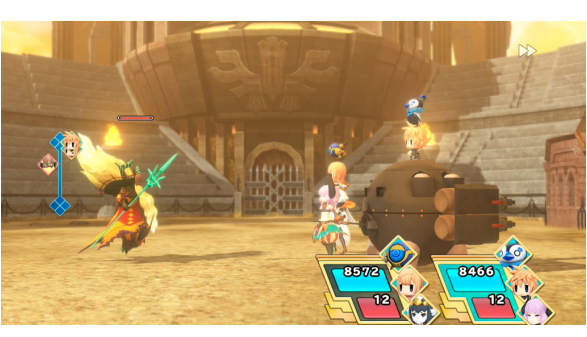
8572
12
8466
12

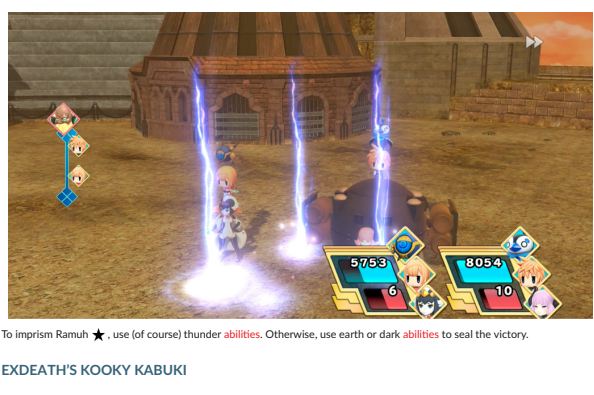
Blizzaga
8572
12
7595
12

Use ice attacks to create the prismtunity. Use fire or dark magic to defeat Shiva ★ in this battle.

THE RESPONSIBLE ONE

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
55	Ramuh ★	Ramuh Memento	Lightning Marble x2	Clear "The Nebula Nitwits" Coliseum battle; be sure to imprism both Shiva ★ and Ifrit ★. Then read "More Coliseum Whisperings" from Serafie's Rumor Radar, and come back to the Coliseum. A new cutscene will trigger to unlock this quest.


8572
12
8466
12


5053
8054
10

To imprism Ramuh ★, use (of course) thunder abilities. Otherwise, use earth or dark abilities to seal the victory.

EXDEATH'S KOOKY KABUKI

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
59	Gilgamesh	Elixir	X-Potion	Defeat Gilgamesh in the story

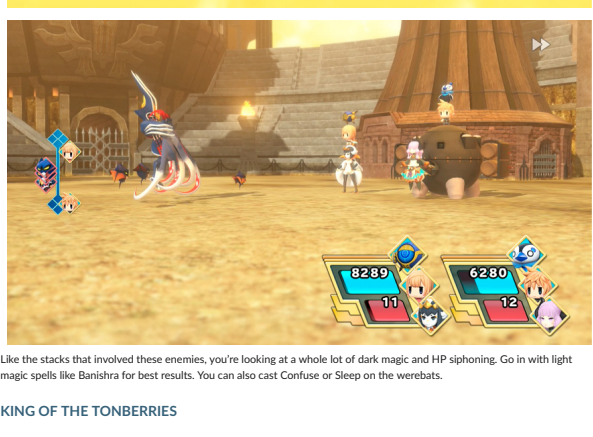
Leg Sweep
7894
12
6500
12

Gilgamesh has no real resistances or weaknesses, but he doesn't have much of a battle plan, either. Whack him with your weapons more than he whacks you with his—or better yet, inflict Berserk on him and imprism him.

THE BITES' BITERS' BITER

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
63	Vampire Prime, Wombat x3	Resist Berserk Seed	Turbo Ether	Defeat Vampire Prime in the story

8051
12
6280
12


8289
11
6280
12

Like the stacks that involved these enemies, you're looking at a whole lot of dark magic and HP siphoning. Go in with light magic spells like Banishra for best results. You can also cast Confuse or Sleep on the wombats.

KING OF THE TONBERRIES

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
66	Tonberry King, Tonberry x4	Critical+ Seed	Turbo Ether	Defeat tonberry king in the story

Weak
20536
0
0

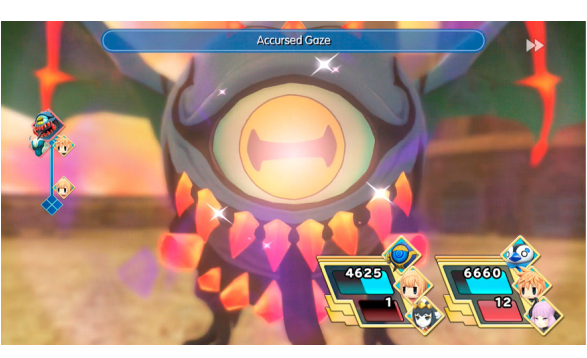
Light and thunder attacks work best against this tonberry posse, but be warned—take out the small fry, and the king will immediately let loose with Everyone's Grudge, which will likely one-shot your party. You have options, however; let a Mega Mirage take the hit, or leave one or two of the tonberries alive while going for the king. Either way, stay healed!

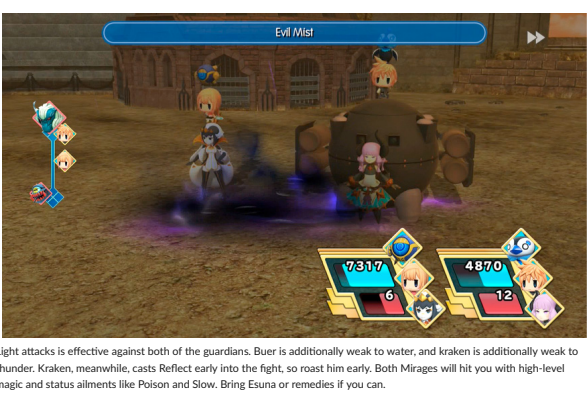
You can also try taking out the king first, so that even if he uses Everyone's Grudge, it won't do as much damage.

A well-leveled cerberus Mega Mirage can be great here. It'll have lots of HP for the tonberries to waste hits on, and lets you cast thunder abilities on all enemies at once.

GUARDIANS OF FIRE AND WATER

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
72	Kraken, Buer	Waterga Seed	Dragon Scale x2	Defeat kraken and buer in the story


Accursed Gaze
4625
6660
12

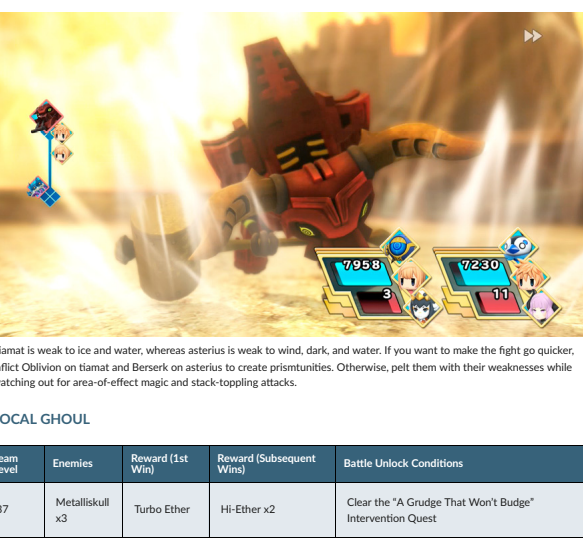

Evil Mist
4870
12

Light attacks is effective against both of the guardians. Buer is additionally weak to water, and kraken is additionally weak to thunder. Kraken, meanwhile, casts Reflect early into the fight, so roast him early. Both Mirages will hit you with high-level magic and status ailments like Poison and Slow. Bring Esuna or remedies if you can.

GUARDIANS OF EARTH AND WIND

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
72	Tiamat, Asterius	Aeroga Seed	Dragon Wing x2	Defeat tiamat and asterius in the story

8572
12
8466
11


7958
12
1230
11

Tiamat is weak to ice and water, whereas asterius is weak to wind, dark, and water. If you want to make the fight go quicker, inflict Oblivion on tiamat and Berserk on asterius to create prismtunities. Otherwise, pelt them with their weaknesses while watching out for area-of-effect magic and stack-toppling attacks.

LOCAL GHOUL

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
37	Metalliskull x3	Turbo Ether	Hi-Ether x2	Clear the "A Grudge That Won't Budge" Intervention Quest

8572
12
8466
12

Random Shock
8548
12
8448
12

Go into this battle with thunder-resistant Mirages, and these foes are easily vanquished. That said, wind, fire, and light magic are their weaknesses.

PREYING MANTOISE

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
44	Adamantoise	Watera Seed	Dragon Scale x2	Clear the "Treasure Island, Ahoy!" Intervention Quest

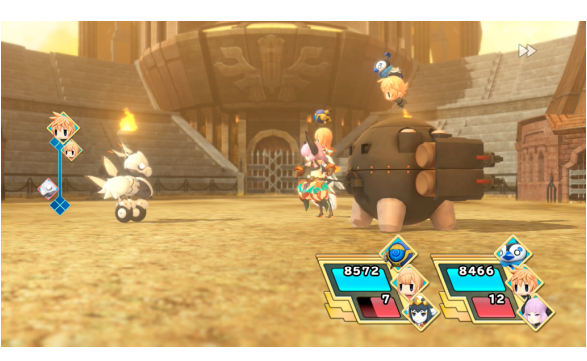
L1 Basic
Attack
Abilities
Champions
Escape
Unstack
Items
Imprism
Mega Mirages
Defend
8572
11
8466
12

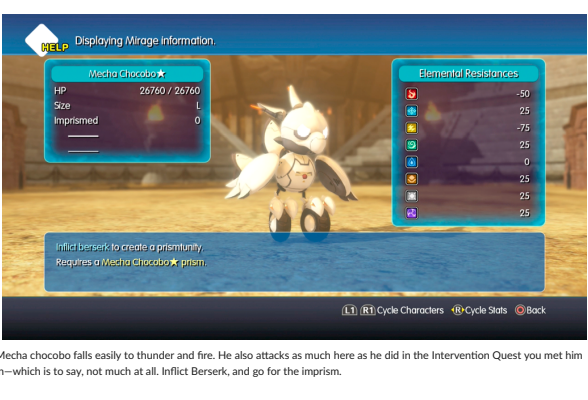
Tremor
7583
12

Adamantoise is a tank of a Mirage—with the physical power to match—but ice abilities will shatter him in short order.

ROBOSQUAWK REDUX

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
60	Mecha Chocobo ★	Dispel Seed	Turbo Ether	Clear the "Chocolatte's Master" Intervention Quest

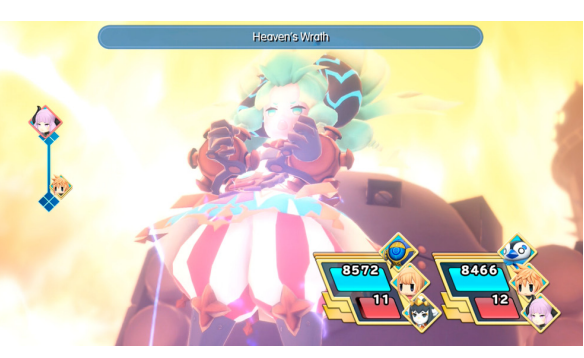

8572
12
8466
12


Displaying Mirage information
Mecha Chocobo ★
HP
36760 / 36760
Size
Imprismed
Elemental Resistances
L1 R1 Cycle Characters
Cycle Stats
Back

Mecha chocobo falls easily to thunder and fire. He also attacks as much here as he did in the Intervention Quest you met him in—which is to say, not much at all. Inflict Berserk, and go for the imprism.

RAMUH'S PRIDE AND JOY

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
69	Ramewl ★	Thundaga Seed	X-Potion	Clear the "The Five Cogna Lords: Cornelia, Part I" Intervention Quest


Heaven's Wrath
8572
11
8466
12

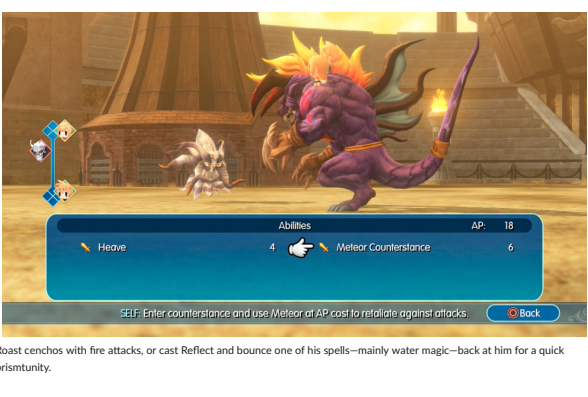
Weak
Absorb
8466
12

Ramewl ★'s big weaknesses are earth and dark magic, or you can use thunder to go for the imprism. Otherwise, just like her grandfather, prepare for thunder spells aplenty.

CALAMARI TIME BOMB

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
73	Cenchos	Banishra Seed	Turbo Ether	Clear the "The Sunken Temple's Secret" Intervention Quest

Tsunami
6834
8
2400
12


Abilities
AP
Back

Roast cenchos with fire attacks, or cast Reflect and bounce one of his spells—mainly water magic—back at him for a quick prismtunity.

BAD FOX! BAD FOX!

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
73	Kyubi	Safety Bit Seed	X-Potion	Clear the "Vestiges of Life" quest

Poison Bite
5858
12

6462
12
5858
12

Kyubi has no elemental resistances or weaknesses. You can, however, cast Sleep on him. If you manage to inflict Doom, you can imprism him, as well. Otherwise, he hits hard, and his Poison Bite is exactly what it says on the tin.

SHMUP TO NO GOOD

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
76	Einhänder	Evasion+ Seed	Turbo Ether	Clear the "The Five Cogna Lords: Port Besaid" Intervention Quest

8572
12
8466
11

3220
12
513
12

Einhänder has exactly zero new tricks since the last time you met him. Use water or thunder and go to town. If you're able to inflict Evasion Down on him, you can try for an imprism.

GOLEM DESTROYER

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
76	Golem Head x3	Aeroga Seed	X-Potion	Clear the "No One's Tools" Intervention Quest

8572
12
8466
11

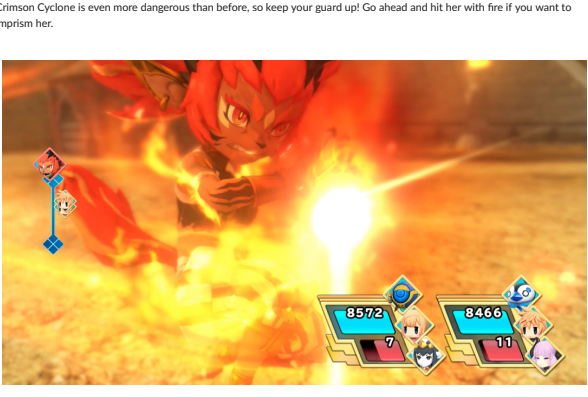
Body Slam
2597
12
4080
11

While boasting a bit of a power boost, these little guys are just as straightforward a battle as they were in Vivi's Intervention Quest. Wind abilities will take care of them, or you can inflict Defense Down for a prismtunity. Watch out for their stack-toppling Body Slams!

A NOT-SO-SWEET IFRIT

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
76	Ifreeta ★	Firaga Seed	Bomb Core x2	Clear the "Fire Drill" Intervention Quest

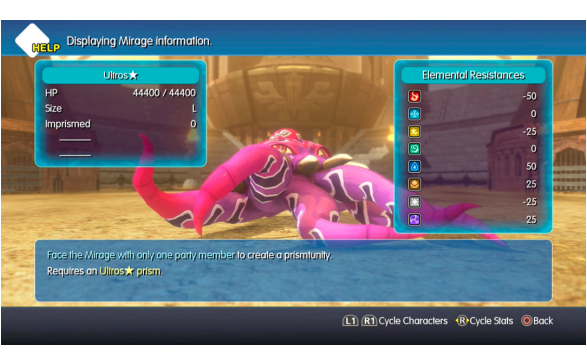
Ifreeta ★ fights in the same manner as last time, so bring your flame-retardant Mirages, and douse her with water and ice. Crimson Cyclone is even more dangerous than before, so keep your guard up! Go ahead and hit her with fire if you want to imprism her.


8572
12
8466
11

Resist
Weak
6399
12
3317
11

SAY NO TO MUSCLEHEADS

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
76	Ultros ★	Critical++ Seed	Turbo Ether	Clear the "Freak of Nature" Intervention Quest


Displaying Mirage information
Ultros ★
HP
44400 / 44400
Size
Imprismed
Elemental Resistances
L1 R1 Cycle Characters
Cycle Stats
Back

5072
12
8466
12

Fire, thunder, and light magic will put Ultros ★ down. He's not tough to battle strategically, though he can still inflict physical combo attacks, Confuse your party, and summon water magic. He's also a real damage sponge this time around. Use standard battle tactics, but be ready to endure.

VANGUARD OF DESTRUCTION

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
76	Elite Entom	Megaflair	X-Potion	Clear the "Steel That Forges Destinies" Intervention Quest

Pulverizing Blow
6438
4600

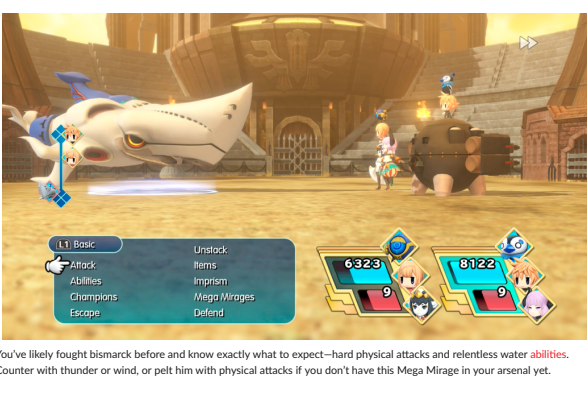
Pulverizing Blow
1760
6438
2840

Like most of the machines, elite entom is weak to thunder and water. It also won't put up much of a fight—that is, until it does. Watch out for Pulverizing Blow in particular, as getting hit by a few of those can end the fight in a hurry.

SOVEREIGN OF THE SEA

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
76	Bismarck	Resist Blindness Seed	Turbo Ether	Clear the "Finger-whistle Crisis" Intervention Quest

Breach Blast
7354
9
8466
12


L1 Basic
Attack
Abilities
Champions
Escape
Unstack
Items
Imprism
Mega Mirages
Defend
6323
12
8122
12

You've likely fought bismarck before and know exactly what to expect—hard physical attacks and relentless water abilities. Counter with thunder or wind, or pelt him with physical attacks if you don't have this Mega Mirage in your arsenal yet.

SUCCULENT SUCCOTASH!

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
76	War Machine	Magic Defense++ Seed	X-Potion	Clear the "The Five Cogna Lords: Tomeltown, Part II" Intervention Quest

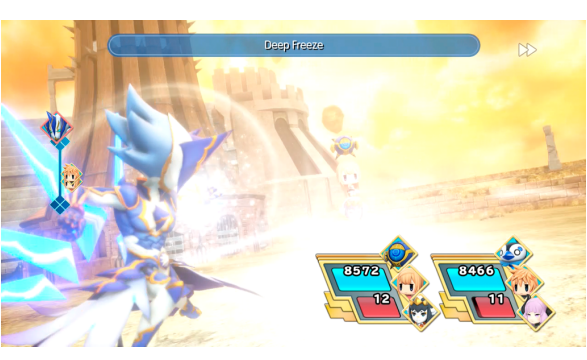
8572
12
8466
11

5376
12
3419
9

War machine is a bit more trigger-happy than its brethren, but the strategy for defeating it is routine. Machine, thunder, water, you know the drill. Like bismarck, go for physical attacks or Subdue if you want a prismtunity—their animations are quicker when fishing for critical hits.

JUSTICE MISSERVED

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
79	Shivalry ★	Blizzaga Seed	Solid Frigicite x2	Clear the "Cold, Hard Justice" Intervention Quest


Deep Freeze
8572
12
8466
11

Resist
6882
12
8466
11

This hero of icy justice is back and at full power! Hit him with ice to go for the imprism, or go with fire or dark magic if you want to take him down. Deep Freeze hits harder than before, so stay healed up!

MASTER OF CEREMONIES

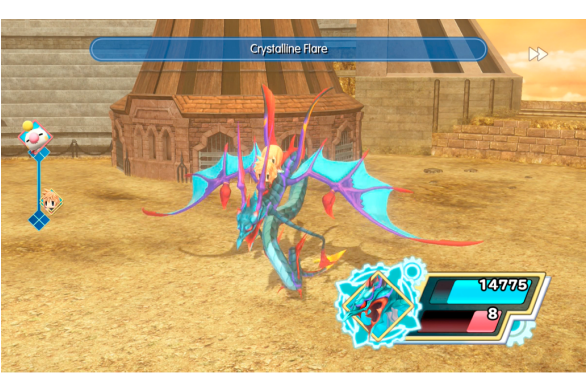
Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
85	Master Tonberry	Doga's Artifact	Turbo Ether	Clear the Postscript

Sharpened Knife
8572
12
8466
11

Master tonberry is far stronger than any other tonberry in the game, including the tonberry king. Let that sink in. You want to toast this guy with earth abilities, and fast, before he one-shots you with pretty much anything he can dish out! Failing that, land a full-power Megaflare with bahamut for a good chance at creating a prismtunity.

THE CRANBERRY KNIGHTS

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
85	Master Moogle	Rat Tail	X-Potion	Clear the Postscript


Crystalline Flare
14775
8

Master moogle's big weakness is water magic. If you want to give him a magical enhancement for imprisming purposes, go for Protect since physical attacks aren't a big part of battling him. Otherwise, prepare for high-level magic attacks and status ailments. He loves to spam Crystalline Flare, which hits for massive damage and blinds your party member if they survive it. He also packs Banishra, just because. Joy.

THE EVASION PERSUASION

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
85	Master Cactuar	Evasion++ Seed	Turbo Ether	Clear the Postscript

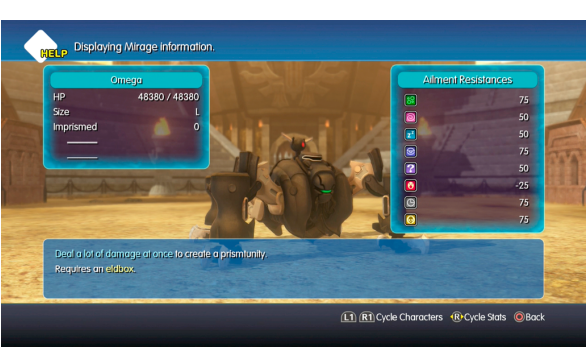
1,000 Needles
7572
12
6466
12

1000
6572
12
6466
12

Fifteen seconds fighting master cactuar, and you'll plainly see why Reynn had trouble tagging this guy. His evasion and speed stats are off the charts (without Haste, mind), and he does nothing but spam 1,000 Needles for 1,000 damage a pop no matter what. If you can inflict Evasion Down, you can go for an imprism; other than that, don't try physical attacks at all, because they'll just whiff. Pelt him with fire magic instead, or just smack him with something like Megaflare if you don't want to be bothered.

LEGACY OF ANCIENT RONKA

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
85	Omega	Defense++ Seed	Elixir	Clear the "The Five Cogna Lords: Cornelia, Part II" Intervention Quest


HELP
Displaying Mirage information
Omega
HP
48380 / 48380
Size
L
Imprismed
0
Ailment Resistances
75
50
50
75
50
-25
75
75
L1 R1 Cycle Characters
Cycle Stats
Back

Deal a lot of damage at once to create a prismtunity.
Requires an eldbox.

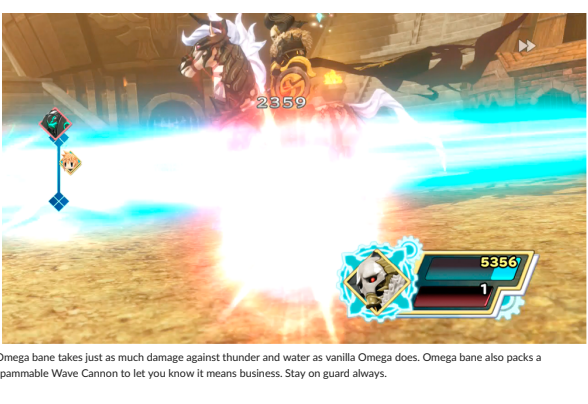
3980
12
5435
1

Thunder works best against this machine, although you can use water if you don't have electricity handy. This guy is a total damage sponge that packs wind magic, Reflect, Berserk, and Haste, just like last time. If you don't have Dispel, then prepare for a long and tricky battle. On second thought, just bring Dispel.

THE BANE OF ORGANIC LIFE

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
90	Omega Bane	HP++ Seed x2	Elixir	Clear the "The Eye of the Desert" Intervention Quest

7545
12
6381
12

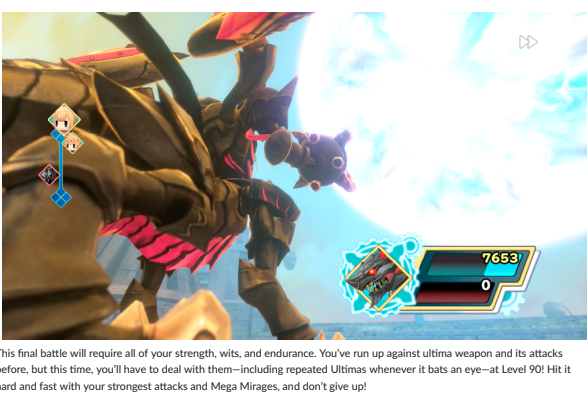


Omega bane takes just as much damage against thunder and water as vanilla Omega does. Omega bane also packs a spammable Wave Cannon to let you know it means business. Stay on guard always.

THE ULTIMATE WEAPON

Team Level	Enemies	Reward (1st Win)	Reward (Subsequent Wins)	Battle Unlock Conditions
90	Ultima Weapon	Agility+++ Seed	Elixir	Clear the "The Sad Spiral" Intervention Quest

Ultima
14685
15



This final battle will require all of your strength, wits, and endurance. You've run up against ultima weapon and its attacks before, but this time, you'll have to deal with them—including repeated Ultimas whenever it bats an eye—at Level 90! Hit it hard and fast with your strongest attacks and Mega Mirages, and don't give up!

Mirage Manual

Introduction

There are significantly more Mirages than there are slots in your Prism Case, which may seem like it's a problem at first. Fortunately, transfiguration removes the need to have multiple types of a Mirage in order to have access to every Mirage in the game.

Once you've fulfilled the criteria for a given transfiguration, such as reaching a certain level or finding a certain key item, you can transfigure the Mirage to any of its available options for free while you're looking at your Prism Case. This lets you unlock the various Trophies relating to your Mirage collection, such as Mirage Enthusiast, without needing to maintain multiple Mirages from any given family.

This doesn't mean it's not useful to have multiple copies of a couple of Mirages from time to time. This is entirely optional, however.

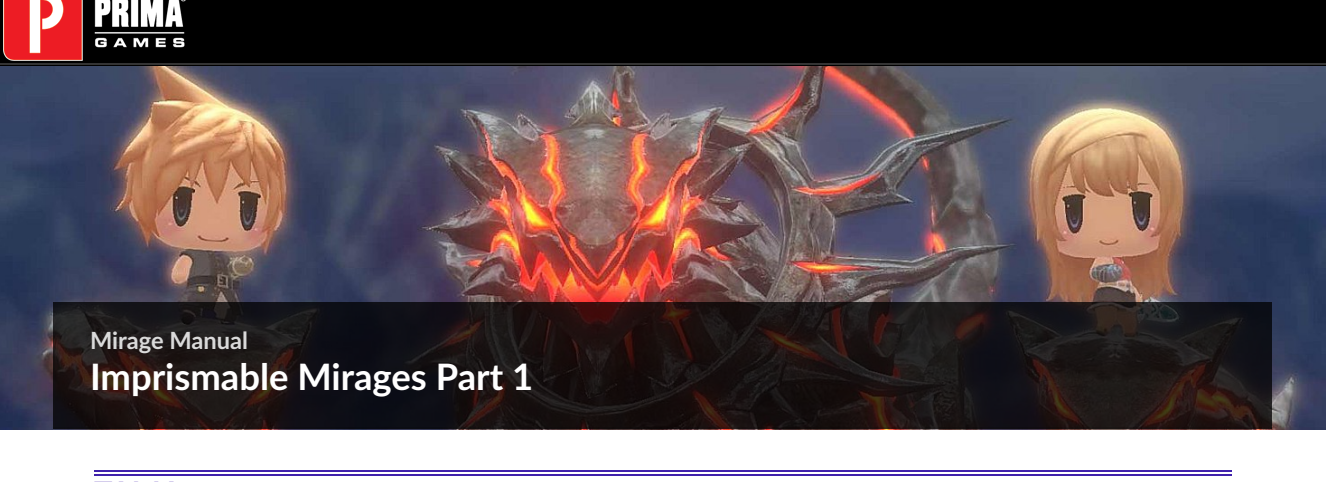
The following encyclopedia is presented in the order in which the Mirages are found in the standard game's Mirage Manual.

THE WORLD OF DLC

There are several Mirages you can acquire as downloadable content (DLC), which fall outside the remit of this edition of the guide. If you happen to acquire a DLC Mirage, it's placed into the Mirage Manual at the end of whatever family it happens to belong to, if any, which will change the numbering slightly on the in-game Mirage Manual.

More importantly, a DLC Mirage that belongs to a family will also affect the sync rate of any Mirages you already have that belong to the same family. To Master a Mirage with a DLC family member, you must also acquire all of the Abilities in the DLC Mirage's Board. This, in turn, will affect the sync rate of preexisting Mirages, but will not disable Mastery bonuses.

<table>
<tr><th colspan="2">Legend</th></tr>
<tr><td colspan="2">Masteries: The six new Abilities that an imprismed Mirage gains when you attain 100% sync rate.</td></tr>
<tr><td colspan="2">Transfigurations: The transfigurations you can unlock directly using this Mirage's Board. You can transfigure the Mirage back and forth at will within its family, but each Mirage only has a certain number of options available on its Board. This also includes, in parentheses, the unlock conditions for each additional form; if there are no conditions listed, then you can freely transfigure back and forth from that Mirage upon reaching the relevant node on its Mirage Board.</td></tr>
<tr><td colspan="2">Abilities: All of the potential active and passive Abilities available on the Mirage's Board, purchaseable with SP. The more transfigurations a Mirage has, the fewer Abilities it tends to have in each individual form.</td></tr>
<tr><td colspan="2">Stats: The Mirage's stats at level 1, including its size and weight.</td></tr>
<tr><td colspan="2">Growth Ratings: As ranked in the Mirage Manual, the Mirage's stat growth weights. 1 means the stat will go up slowly if at all with every accumulated level; 5 means the stat will dramatically improve.</td></tr>
<tr><td colspan="2">Elemental Resistances: The Mirage's tolerance towards elemental attacks, listed as a percentage figure. Negative ratings mean the Mirage takes additional damage. A rating of 100 means the Mirage nullifies all damage from this type of attack; if it gets any higher, the Mirage absorbs this type of damage, treating it as if it were a healing effect.</td></tr>
<tr><td colspan="2">Ailment Resistances: The Mirage's tolerance towards status ailments, listed as a percentage figure. Negative ratings add to the likelihood of the effect being applied; positive ratings penalize the effect's chance to hit, with 100 meaning immunity.</td></tr>
<tr><td colspan="2">Drops: Items that you may be rewarded with upon defeating the Mirage in combat. If two items are listed, the first is common and the second is rare; the chance that the second will appear is improved by the Treasure Hunter Ability.</td></tr>
<tr><td colspan="2">Habitat: The dungeons and overworld areas in which this Mirage is typically found. If this section is empty, the Mirage is never encountered in the field and is solely acquired via transfiguration or special battles such as murkrifts.</td></tr>
<tr><td colspan="2">Prismtunity: What you need to do in order to render the Mirage vulnerable to imprismment. If this section is empty, the Mirage cannot be imprismed at all, which means you need to acquire the Mirage through some other method, typically transfiguration.</td></tr>
<tr><td>HP</td><td>HP: The maximum HP a Level 1 version of the Mirage starts with. All freshly imprismed Mirages will automatically be Level 1, regardless of how tough they were when you fought them.</td></tr>
<tr><td>AP</td><td>AP: The Mirage's default number of Action Points at Level 1.</td></tr>
<tr><td>🗡</td><td>Strength: The Mirage's default Strength statistic at Level 1.</td></tr>
<tr><td>🪄</td><td>Magic: The Mirage's default Magic statistic at Level 1.</td></tr>
<tr><td>🛡</td><td>Defense: The Mirage's default Defense statistic at Level 1.</td></tr>
<tr><td>🎩</td><td>Magic Defense: The Mirage's default Magic Defense statistic at Level 1.</td></tr>
<tr><td>🔄</td><td>Agility: The Mirage's default Agility statistic at Level 1.</td></tr>
<tr><td>⊠</td><td>Size: The Mirage's size, which affects the position it holds in a stack. XL Mirages are considered Mega Mirages and can be summoned mid-combat, but they cannot participate in your stack arrangements.</td></tr>
<tr><td>⚖</td><td>Weight: The Mirage's weight, which plays a role in using your Mirages to solve certain puzzles. XL Mirages cannot be used to help with these puzzles and, as such, have no listed weight.</td></tr>
<tr><td colspan="2">Note that there are a lot of situations where a Mirage might be imprismable, but you can't always catch one. For example, the goblins on the Watchplains can't be imprismed until later in the story, and you can't catch the kupirates who are specifically members of Faris's crew.
In most cases, you will need one of the specific prisms associated with the Mirage to successfully imprism it. You receive one of these for free the first time you encounter a particular Mirage. To get another one, you must pay 2 SP to unlock it from the Mirage's Board.
For mechanical Mirages, you need an eldbox instead, which you first receive from Squall in Chapter 14. If you run out after that, you can buy more from the Chocolatte Mart.</td></tr>
</table>



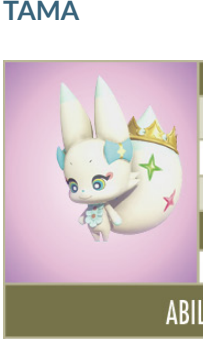
Mirage Manual

Imprismable Mirages Part 1

TAMA

Masteries: Banishra, Balance, Last Stand, Magic+++, Light Resistance++, Safety Bit

TAMA



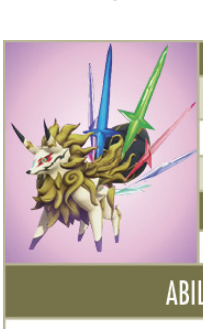
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
143	4	14	14	14	14	25	S	2	3	3	3	3	3	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	0	0	0	0	0	0	0	-25	0	-50	-25	0	0	0	50

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Cure, Libra, Foxfire, HP+, Strength+, Magic+, Magic+, Magic Defense+, Agility+, Accuracy+, Critical+, Critical AP Hike, Stroll, Blank Space	–	–	–

TRANSFIGURATIONS	
Tamamohimé (obtain a Tamamohimé memento)	**DESCRIPTION:** Lann and Reynn's trusty navigator. She's not a bunny rabbit, in case there's any confusion there. Claims to smell like rainbows. As it turns out, there's no way to prove her wrong.

TAMAMOHIMÉ



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
155	4	15	15	15	14	23	L	6	3	3	3	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	0	0	0	0	0	0	0	-25	0	-50	-25	0	0	0	50

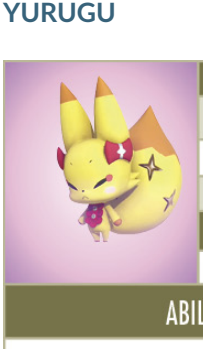
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Regen, Raise, Blaze, Blossom Storm, Strength++, Magic++, Magic Defense+, Agility++, Evasion+, Evasion+, Critical+, Joyride, Blank Space	–	–	–

TRANSFIGURATIONS	
Tama	**DESCRIPTION:** Tama's tongue-twister of a transfiguration. Pronounced "tah-mah-MOE-hee-may." She's looking divine, to be sure, but…how to put this… The chest hair does come as a surprise

YURUGU

Masteries: Earthquake, Doom, Reaper Lore, Magic+++, Dark Resistance++, Safety Bit

YURUGU



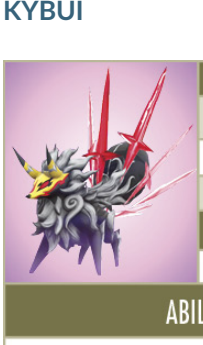
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
156	4	14	14	14	14	24	S	2	3	3	3	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	0	0	0	0	0	0	0	-25	0	-50	-25	0	0	0	50

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Cure, Libra, Foxfire, Dark, HP+, Strength+, Magic+, Magic Defense+, Agility+, Critical+, Critical AP Hike, Stroll, Blank Space	X-Potion, Holy Torch	Castle Exnine	Inflict Oblivion; requires a yurugu prism

TRANSFIGURATIONS	
Kyubi (obtain a kyubi memento)	**DESCRIPTION:** A fox-like Mirage that, for whatever reason, attacks with Foxfire. The celebrated artist Guildenbrandt once attempted to use a yurugu as a paintbrush…but needless to say, he found the experience to be completely unpaletteable.

KYBUI



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
161	4	14	14	14	14	23	L	6	4	3	3	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	0	0	0	0	0	0	0	-25	0	-50	-25	0	0	0	50

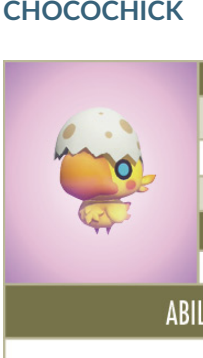
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blaze, Blossom Storm, Poison Bite, Abyss, HP+, Strength++, Magic++, Magic Defense+, Agility+, Critical+, Evasion+	–	The Coliseum	Inflict Doom; requires a yurugu prism

TRANSFIGURATIONS	
Yurugu	**DESCRIPTION:** A nine-tailed terror also known as the "black fox." Technically, it has one tail and eight butt-swords, but let's not nitpick.

CHOCOBO

Masteries: Fira, Double Smash, Last Stand, Strength+++, Dark Resistance++, Resist Oblivion

CHOCOCHICK



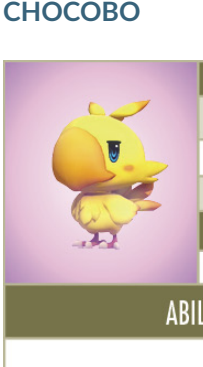
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
139	4	14	14	14	14	27	S	1	2	3	3	3	2	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	-25	0	25	0	25	0	-25	0	0	25	0	25	-25	25	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Cure, Shell, Ram, HP+, Defense+, Agility+, Gilfinder, Stroll, Blank Space	Potion, Gysahl Greens	Wellspring Woods, The Coliseum	Use physical attacks; requires a chocochick prism

TRANSFIGURATIONS	
Chocobo (reach level 10), Black Chocochick (obtain black chocochick memento)	**DESCRIPTION:** A little chocobo that loves to waddle around. These feathery friends love to headbutt things; this is fine, because a chocobo's eggshell never cracks twice.

CHOCOBO



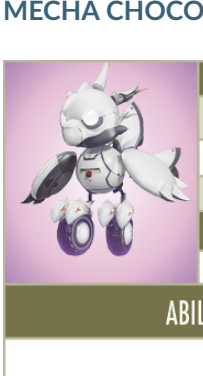
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
145	4	16	12	15	14	26	M	3	3	4	1	4	3	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	-25	0	25	0	25	0	-25	0	0	25	0	25	-25	25	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Raise, Chocobo Kick, Strength+, Strength+, Agility+, Critical AP Hike, Joyride, Blank Space	Gysahl Greens, Phoenix Down	The Phantom Sands, The Coliseum	Give it gysahl greens; requires a chocochick prism

TRANSFIGURATIONS	
Hyperion (obtain a hyperion memento), Mecha Chocobo (obtain a mecha chocobo memento)	**DESCRIPTION:** One of many birds valued throughout Grymoire as a mode of transport. Flightless, but fleet on their feet. The males are called "chocobros"…by no one, if there's any justice in the world.

MECHA CHOCOBO



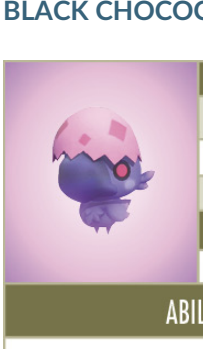
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
167	4	16	12	16	14	21	L	5	4	4	1	4	2	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
25	25	-100	50	-100	50	25	25	0	-25	0	0	25	-25	25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Berserk, Body Slam, Charge, Choco MAX, Metal Salvo, Strength++, Defense++, Overclock, Joyride, Blank Space	–	–	–

TRANSFIGURATIONS	
Chocobo	**DESCRIPTION:** Cogna. A chocobo made entirely of what appears to be machinery. This was the producer's idea and the artist approved, which means it's canon right down to the cannons.

BLACK CHOCOCHICK



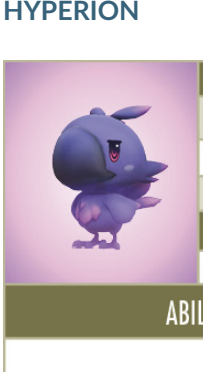
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
127	4	15	12	15	12	33	S	1	1	3	1	4	2	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
-50	0	0	50	0	50	-100	50	0	0	25	0	25	-25	25	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Subdue, Haste, Ram, HP+, Defense+, Agility+, Agility+, Accuracy+, Evasion+, Flee, Unstacked Haste, Stroll, Blank Space	Ether, Turbo Ether	The Watchplains	Heal the Mirage's HP; requires a black chocochick prism

TRANSFIGURATIONS	
Chocochick, Hyperion (obtain a hyperion memento)	**DESCRIPTION:**A chocochick born with black feathers. Even their bones are black, just like a certain rare breed of chicken. For whatever reason, just their eyes are red. Allergies, perhaps?

HYPERION



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
128	4	17	12	13	12	33	M	3	2	5	1	2	2	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
-50	0	0	50	0	50	-100	50	0	0	25	0	25	-25	25	-25

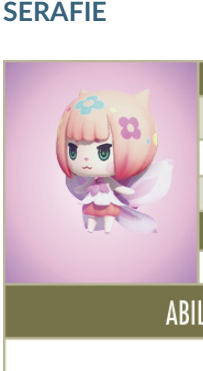
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Chocobo Kick, Stretch Legs, Breather, Strength+, Strength++, Agility+, Agility+, Agility+, Agility+, Initiative, SOS Haste, Joyride, Blank Space	–	–	–

TRANSFIGURATIONS	
Chocobo, Black Chocochick	**DESCRIPTION:** A black chocobo with a vicious personality. He can run faster than most other chocobos. Apparently this particular specimen gained fame in a place called the Gold Saucer.

SERAFIE

Masteries: Earthquake, Confuse, Victory Charge, Magic+++, Ice Resistance++, Resist Oblivion

SERAFIE



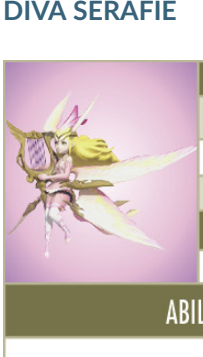
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
136	4	13	14	13	16	28	S	2	2	2	3	2	4	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	-25	0	25	0	0	50	-50	-25	50	25	-25	25	-25	-25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Aero, Balance, Tickle, Confuse, HP+, Magic+, Magic+, Magic Defense+, Agility+, Agility+, Accuracy+, Evasion+, Pharmacology, Blank Space	–	–	–

TRANSFIGURATIONS	
Diva Serafie (obtain a Diva Serafie memento)	**DESCRIPTION:** A laid-back wind pixie who has been buddy-buddy with Enna Kros for who knows how long. She has a very… unique interpretation of the phrase "trying hard." One of her greatest pleasures in life is playing tricks on poor Tama.

DIVA SERAFIE



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
144	4	13	14	13	16	26	L	5	3	2	3	2	4	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	-50	0	75	0	0	0	-25	-25	50	25	-25	25	-25	-25	0

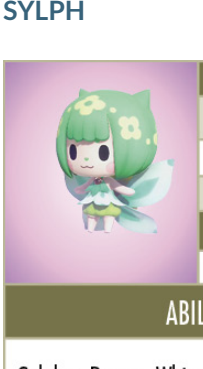
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Aerora, Haste, Reflect, Silent Voice, Balancega, HP++, Magic+, Magic++, Magic Defense+, Agility++, Evasion+, Auto-Phoenix, Blank Space	–	–	–

TRANSFIGURATIONS	
Serafie	**DESCRIPTION:** After years, if not eons of eyeing all those *other* transfiggers with considerable envy, Serafie has finally managed to move up in the world. She insisted on the "diva" styling, but maybe that wasn't such a good idea, because now Tama has taken to calling her "Dweeba Serafie" instead.

SIREN

Masteries: Blaze, Bio, Wind Converter, Magic Defense+++, Dark Resistance++, Resist Oblivion

SYLPH



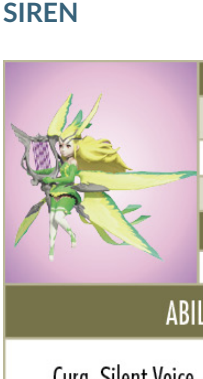
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
134	4	14	12	13	18	27	S	1	2	3	1	2	5	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	-50	0	50	0	0	50	-50	-25	50	25	-25	25	-25	-25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Subdue, Renew, Whisperwind, Balance, Tickle, Magic+, Magic Defense+, Magic Defense+, Agility+, Agility+, Evasion+, Enhanced Cure, Blank Space	Remedy+, Elixir	–	Once per battle, reduce HP; requires a sylph prism

TRANSFIGURATIONS	
Siren (obtain a siren memento)	**DESCRIPTION:** A tiny wind pixie that makes its home in forests and other places of natural beauty. The sylphs are good friends of Serafie—in fact, she sometimes meets up with them to play cards and gossip—so be sure to treat them with the same boundless affection Serafie expects you to feel for her.

SIREN



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
147	4	14	13	13	16	26	L	5	3	3	2	2	4	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	-25	0	25	0	0	50	-50	-25	50	25	-25	25	-25	-25	0

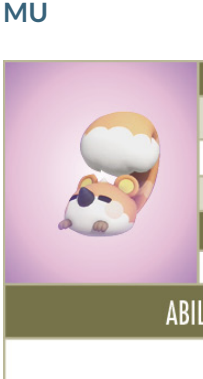
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Cura, Silent Voice, Balancega, Lullaby, HP++, Magic++, Magic Defense+, Magic Defense+, Agility+, Evasion+, Evasion+, Endless Blessings, Blank Space	–	–	–

TRANSFIGURATIONS	
Sylph	**DESCRIPTION:** A Mirage who wields wind and provides support to allies. All that hear this siren's song are driven wild. She is usually seen flashing red and blue while chasing criminals—Wait, wrong siren.

CARBUNCLE

Masteries: Fira, Shake, Enhanced Attack, Magic Defense+++, Dark Resistance++, Safety Bit

MU



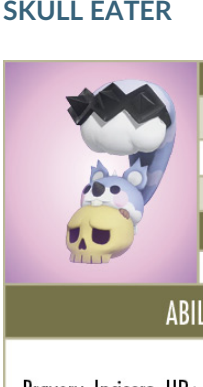
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
142	4	15	15	15	13	25	S	3	3	3	3	3	2	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
-25	0	-25	25	0	25	0	0	0	0	0	0	-25	-25	0	25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Subdue, Regen, Libra, Punch, Agility+, First Strike, Stroll, Blank Space	Potion, Rememb Herbs	Wellspring Woods, Pyreglow Forest	Use physical attacks; requires a mu prism

TRANSFIGURATIONS	
Skull Eater (reach level 10 or higher), Reaver Mu	**DESCRIPTION:** A cute little forest animal… Or at least that's what it wants you to think. Then, POW! A tail-punch to the jaw! This Mirage has nothing to do with the legendary continent. May or may not squeak, "Mu!" when upset.

SKULL EATER



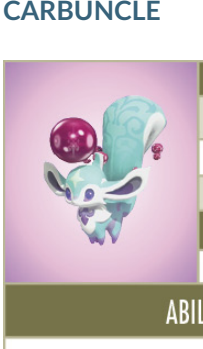
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
69	4	16	13	20	20	21	M	5	1	4	2	5	5	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	0	0	0	0	0	0	0	0	0	0	0	-25	-25	0	25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Bravery, Incisors, HP+, Strength+, Strength+, Critical+, Critical+, Enhanced Criticals, Element Absorber, Blank Space	Phoenix Down	The Train Graveyard, The Coliseum	Bestow Regen; requires a mu prism

TRANSFIGURATIONS	
Mu, Nut Eater (reach level 17 or higher), Carbuncle (obtain a carbuncle memento)	**DESCRIPTION:** A mu relative that's constantly munching on a skull. Cute, but don't let that fool you or you'll be next. Technically, it just nibbles skulls and doesn't actually eat them—but sadly, "nibbler" was already taken.

CARBUNCLE



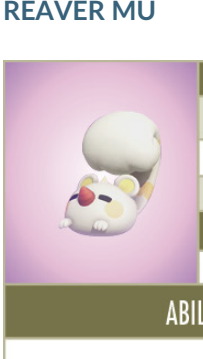
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
127	4	12	19	12	19	21	M	5	2	1	5	1	5	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	0	0	0	0	0	50	-50	0	0	0	0	-25	-25	0	25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Shell, Ruby Light, Shining Ruby, Magic++, Magic Defense+, Magic Defense++, Agility+, Evasion+, Bypass Reflect, Blank Space	–	The Coliseum	Reflect magic back at it; requires a mu prism

TRANSFIGURATIONS	
Skull Eater	**DESCRIPTION:** That floating ruby is actually part of the carbuncle's body, and is used to unleash a variety of attacks. This cutie dreams of being a truckbuncle or trainbuncle one day…but never something so dreadfully ordinary as a plainbuncle. (Get it? Plane/Plain? It's funny.)

REAVER MU



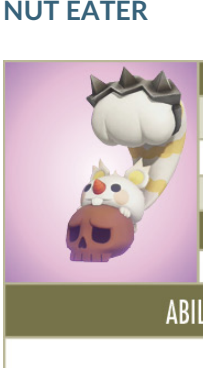
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
142	4	15	15	15	13	25	S	3	2	3	3	3	2	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
-50	0	-25	25	50	0	0	0	-25	-25	0	0	25	-25	0	25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Subdue, Lethean Punch, HP+, Strength+, Agility+, Accuracy+, Stabilizer, Stroll, Blank Space	Rememb Herbs, Potion	Pyreglow Forest, The Coliseum	Fire attacks; requires a reaver mu prism

TRANSFIGURATIONS	
Mu, Nut Eater (reach level 23 or higher)	**DESCRIPTION:** A mu originally found in a place called the River Belle. So why is it called a "reaver mu"? Well, kids, that's because it was mistranslated in that *other* game. However, the idea of a cute, fluffy river Mirage plundering Grymoire was so charming that we decided "what the hey!" And that's how mistakes live forever.

NUT EATER



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
172	4	14	11	17	17	18	M	5	4	3	1	5	5	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
-50	0	-25	25	50	0	0	0	-25	-25	0	0	25	-25	0	25

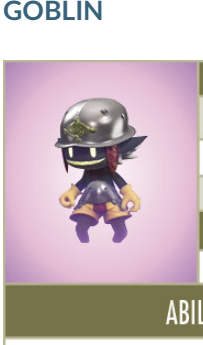
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Incisors, Frenzy Walnut, Strength+, Agility+, Accuracy+, Critical+, Critical+, Enhanced Criticals, Ailment Regen, Blank Space	Tranquilizer, Wobblestopper	The Windswept Mire, The Phantom Sands	Use magical enhancements on it; requires a reaver mu prism

TRANSFIGURATIONS	
Skull Eater, Reaver Mu	**DESCRIPTION:** A relative of the mu that continually munches on skull-shaped nuts. Can heal itself with a nutty bite. …Wait, what's this? It's the one that carved the nut into a skull?! Dude!

GOBLIN

Masteries: Blizzara, Vertical Cleave, Recycle, HP+++, Water Resistance++, Resist Blindness

GOBLIN



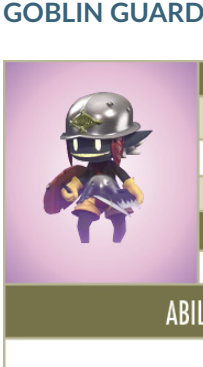
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
149	4	16	12	15	14	26	M	4	3	4	1	4	2	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
25	0	0	0	-25	25	-25	0	-25	-25	0	25	25	-25	25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Shell, Goblin Punch, HP+, Strength+, Defense+, Accuracy+, Critical+, Auto-Potion, Blank Spac	Potion, Eye Drops	The Watchplains, Castle Exnine	Once per battle, reduce its HP; requires a goblin prism

TRANSFIGURATIONS	
Goblin Guard (reach level 10 or higher), Red Cap	**DESCRIPTION:** A Mirage that travels in numbers. Has a nasty set of gnashers, but rarely attacks by biting. After all, goblin-punching is way, way more satisfying.

GOBLIN GUARD



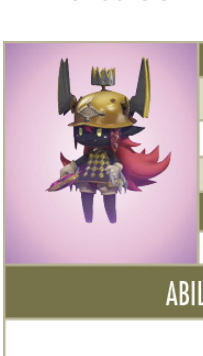
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
186	4	12	12	18	12	23	M	5	5	2	1	5	1	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
25	0	0	0	-25	25	-25	0	-25	-25	0	25	25	-25	25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Protect, Slash, Flash, HP+, Strength+, Defense+, Magic+, Cover, Blank Space	Potion, Eye Drops	The Watchplains, Castle Exnine	Bestow Protect; requires a goblin prism

TRANSFIGURATIONS	
Goblin, Princess Goblin (obtain a princess goblin memento), Red Captain	**DESCRIPTION:** A more powerful goblin equipped with a sword and shield. The leader of the pack, so to speak. Not to be confused with the goblin gourd, which doesn't actually exist.

PRINCESS GOBLIN



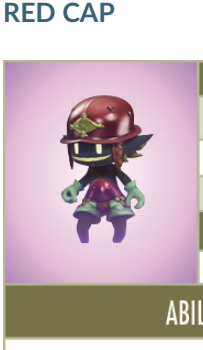
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
147	4	15	15	15	14	25	M	4	3	3	3	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
25	0	0	0	-25	25	-25	0	-25	-25	0	25	25	-25	25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Cura, Esuna, Raise, Princess's Charm, HP++, Strength++, Defense+, Expendable Ribbon, Auto-Phoenix, Blank Space	–	–	–

TRANSFIGURATIONS	
Goblin, Goblin Guard	**DESCRIPTION:** The princess of the goblins. Also the princess of getting the wrong idea. Her helmet's horns move when she gets worked up; no one has stuck around long enough to figure out why.

RED CAP



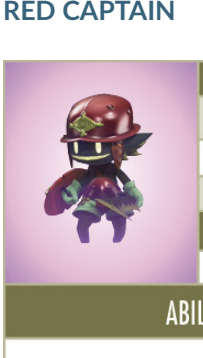
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
148	4	15	12	14	14	28	M	4	3	3	1	3	2	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
50	0	0	0	-50	25	-25	0	-25	-25	0	25	25	-25	25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Subdue, Haste, Goblin Eye Gouge, HP+, Strength+, Agility+, Agility+, Accuracy+, Accuracy+, Evasion+, Evasion+, First Strike, Blank Space	Potion, Eye Drops	The Watchplains, The Chainroad	Deal a lot of damage at once (water attacks) ; requires a red cap prism

TRANSFIGURATIONS	
Red Captain (reach level 12 or higher), Goblin Guard	**DESCRIPTION:** You can't accuse these scamps of hitting below the belt, because they go for your eyes instead. Untrue fact: they turn their helmets red by sheer willpower!

RED CAPTAIN



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
146	4	15	15	14	12	27	M	5	3	4	3	3	1	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	0	0	0	-50	25	-25	0	-25	-25	0	25	25	-25	25	0

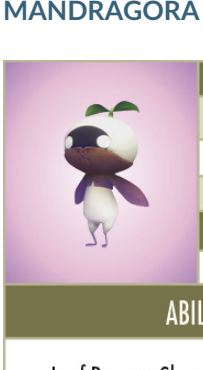
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fire, Slash, Restore, Triumphant Shout, HP++, Strength++, Defense+, Magic+, Critical+, Pharmacology, Victory Charge, Sizzle, Blank Space	Ether, Phoenix Down	he Watchplains, The Chainroad	Inflict Confusion; requires a red cap prism

TRANSFIGURATIONS	
Goblin Guard, Red Cap	**DESCRIPTION:** A goblin commander capable of buffing all allies. That's why their armor is so shiny. Ha ha ha! Just kidding' that's not what "buff" means here…. *Or is it*?

MALBORO

Masteries: Aerora, Protect, Antibodies, HP+++, Fire Resistance++, Resist Blindness

MANDRAGORA



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
133	4	14	14	14	14	29	S	2	2	3	3	3	2	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
-50	0	0	-25	25	50	0	0	25	25	0	25	-25	25	-25	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Leaf Dagger, Sleep Leaves, HP+, HP+, Strength+, Defense+, Agility+, Accuracy+, Evasion+, Photosynthesis, Poisontouch, Stroll, Blank Space	Potion, Antidote	Nether Nebula, the Watchplains	Use physical attacks; requires a mandragora prism

TRANSFIGURATIONS	
Malboro (reach level 19 or higher), Korrigan (reach level 17 or higher)	**DESCRIPTION:** Mandragoras live all over the world. These little guys may look cute, but don't touch. They're poisonous! While no one's ever sighted one in the process of growing, you can never be too safe. So if you see two floppy leaves sticking up, be smart and don't yank them!

MALBORO

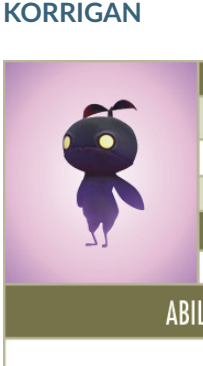
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
176	4	17	13	13	14	22	L	6	5	4	2	2	2	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
-50	0	0	0	0	50	0	0	25	25	0	25	-25	25	-25	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Tentacle, Bad Breath, HP+, HP++, Strength++, Defense+, Magic+, Accuracy+, Critical+, Critical Guard, Entropy, Joyride, Blank Space	Remedy	The Windswept Mire, The Coliseum	Inflict status ailments (Confusion, Slow, or Doom); requires a mandragora prism

TRANSFIGURATIONS	
Mandragora, Malboro Menace (reach level 17 or higher)	**DESCRIPTION:**Covered with flailing tentacles, this malignant monstrosity really needs some mouthwash. The fumes it exudes from its mouth cause all sorts of maladies… Just how bad is its Bad Breath?!

KORRIGAN



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
132	4	14	14	14	14	28	S	2	2	3	3	3	2	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
-50	0	0	-25	25	50	-25	25	25	25	0	25	-25	25	-25	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Ram, Leaf Dagger, Scream, HP+, Strength+, Strength+, Agility+, Accuracy+, Evasion+, Evasion+, Phaeosynthesis, Stroll, Blank Space	Bomb Fragment, Remedy	Valley Seven, Castle Exnine	Inflict Sleep; requires a korrigan prism

TRANSFIGURATIONS	
Mandragora, Malboro Menace (obtain a malboro menace memento)	**DESCRIPTION:** A dark-hued Mirage that uses plantlike attacks. Korrigans are absolutely inkorrigible to the…uh, kore. They're the real reason you shouldn't garden after the sun goes down.

MALBORO MENACE

STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
177	4	17	12	14	14	22	L	6	5	5	2	2	3	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
-50	0	0	0	0	50	-25	25	25	25	0	25	-25	25	-25	-25

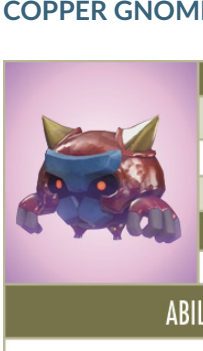
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Tentacle, Putrid Breath, HP++, HP++, Strength++, Defense+, Magic Defense+, Accuracy+, Accuracy+, Initial AP Hike, Endless Nightmare, Joyride, Blank Space	Phoenix Down	The Windswept Mire	Inflict status ailments (Confusion, Slow, or Doom); requires a korrigan prism

TRANSFIGURATIONS	
Korrigan, Malboro (reach level 17 or higher)	**DESCRIPTION:** The absolute worst smell you will ever face. Its Putrid Breath causes complete systematic meltdowns. If you worked hard at it, you might be able to smell this bad too. But please, *please* don't try.

IRON GIANT

Masteries: Thundara, Tickle, Accuracy+++, Defense+++, Thunder Resistance++, Resist Poison

COPPER GNOME



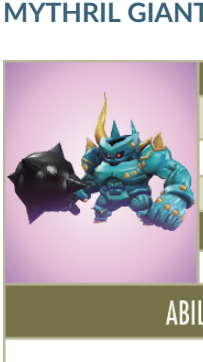
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
166	4	14	13	16	13	22	M	5	4	3	2	4	2	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	0	-50	-25	25	50	0	0	50	0	-25	25	-50	-25	25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Protect, Throw Stone, Double Smash, HP+, HP+, Defense+, Accuracy+, Induration, Blank Space	Potion, Antidote	Nether Nebula, The Dragon Scars	Once per battle, reduce HP; requires a copper gnome prism

TRANSFIGURATIONS	
Mythril Giant (reach level 10 or higher), Lead Gnome (reach level 35 or higher)	**DESCRIPTION:** Composed almost entirely of copper, this metal with the mettle takes pride in his tough hide. It is incredibly satisfying to face one of these and shout, "Myeeah, see! You'll never take me alive, copper!" (If you got that reference, then congratulations! You are old!)

MYTHRIL GIANT



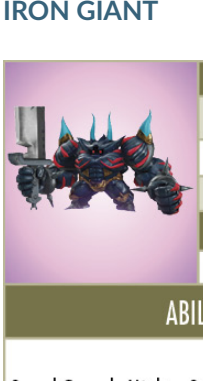
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
175	4	13	13	17	14	21	L	7	5	2	2	4	2	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	0	-50	-25	25	50	0	0	50	-25	-25	25	-50	-25	50	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Shell, Sling, HP+, Strength++, Critical+, Stabilizer, Victory Charge, Smash, Blank Space	X-Potion, Shell Stone	Big Bridge, Castle Exnine	Use magical enhancements on it; requires a copper gnome prism

TRANSFIGURATIONS	
Copper Gnome, Iron Giant (obtain an iron giant memento), Chrome Giant (reach level 28 or higher)	**DESCRIPTION:** A towering Mirage made of a rare metal. Capable of taking a beating, and strong as well. Mythril is harder than steel, so fist-bumping is not recommended.

IRON GIANT



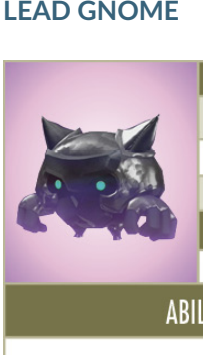
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
994	4	19	13	18	15	22	XL	-	5	5	2	5	3	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	0	-50	-25	25	50	0	0	50	50	-25	50	-50	-25	50	50

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Grand Sword, Mighty Guard, HP++, Strength++, Strength++, Defense+, Accuracy+, Critical+, Invincible, Blank Space	Mega Phoenix	Big Bridge	Use magical enhancements on it; requires a copper gnome prism

TRANSFIGURATIONS	
Mythril Giant	**DESCRIPTION:** With its mighty blade and mightier Mighty Guard skill, this Mirage is one dangerous customer. You might think the mythril giant should be stronger, since mythril is both rarer and harder. Well, not this time.

LEAD GNOME



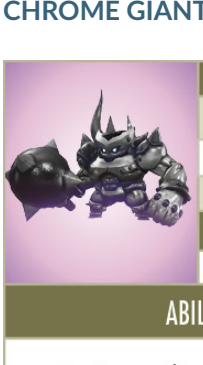
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
168	4	13	13	17	14	23	M	5	4	2	2	4	2	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
-50	0	-50	25	25	50	0	0	50	-25	-25	25	-50	-25	50	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Body Slam, Throw Stone, HP+, HP+, Strength+, Defense+, Defense+, Magic+, Magic Defense+, Accuracy+, Expendable Ribbon, Poisontouch, Blank Space	Hi-Potion, Wobblestopper	Valley Seven, The Chainroad	Bestow shell on it; requires a lead gnome prism

TRANSFIGURATIONS	
Copper Gnome, Chrome Giant (reach level 18 or higher)	**DESCRIPTION:** A metallic Mirage with a toxic touch and a Body Slam ability that takes full advantage of its hardened body. You may think this gnome is a leader. Sadly, you've been "lead" astray. (Hurr hurr.)

CHROME GIANT



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
178	4	13	12	17	14	22	L	7	5	2	1	5	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
25	0	-25	0	25	25	0	-50	50	0	-50	25	-25	-25	25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Bio, Protect, Sling, HP++, Strength+, Strength++, Defense+, Magic Defense+, Critical++, Unstacked Guard, Auto-Shell, Smash, Blank Space	Wobblestopper	The Train Graveyard	Evade its attacks; requires a lead gnome prism

TRANSFIGURATIONS	
Lead Gnome, Mythril Giant	**DESCRIPTION:** A Mirage with a menacing mace that delivers punishing blows. Takes less damage when unstacked. The burning question is, is it chrome-plated, or chrome all the way through?

GOLEM

Masteries: Blizzara, Regen, Victory Charge, Defense+++, Thunder Resistance++, Resist Slow

MINI GOLEM

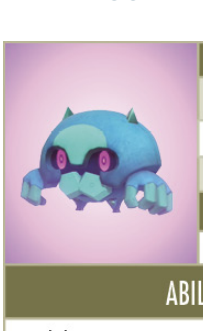
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
120	4	17	14	17	14	24	S	3	1	4	2	4	2	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	0	0	-25	0	25	0	0	0	0	0	0	-50	25	25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Body Slam, Throw Stone, Balance, Shake, HP+, HP+, HP+, Strength+, Defense+, Defense+, Defense+, Magic Defense+, Magic Defense+, Agility+, Accuracy+, Accuracy+, Critical+, Critical+, Equilibrium, Blank Space, Blank Space, Blank Space	Potion, Wobblestopper	Nether Nebula, The Dragon Scars	Physical attacks; requires a mini golem prism

TRANSFIGURATIONS	
Golem Head (obtain a golem head memento), Water Golem (reach level 35 or higher	**DESCRIPTION:** A Mirage that looks like someone stapled a set of arms and legs to a head. Likes charging its enemies while singing "Go! Go! Golem, Body Slam!"… But seriously, who doesn't?

WATER GOLEM



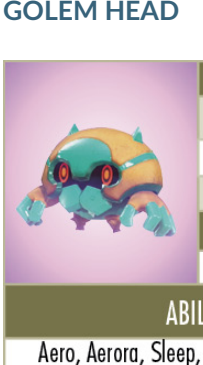
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
118	4	17	14	17	14	24	S	3	1	4	3	4	2	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	0	-50	0	50	0	0	0	0	0	0	0	-50	25	25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Subdue, Water, Watera, Shell, Bile, Restore, HP+, Defense+, Defense+, Magic+, Magic+, Magic+, Magic Defense+, Agility+, Accuracy+, Accuracy+, Resist Stun, Gelatinous Body, Blank Space, Blank Space, Blank Space	Hi-Ether	The Crystal Tower	Deal a lot of damage to it at once (thunder attacks); requires a water golem prism

TRANSFIGURATIONS	
Mini Golem, Golem Head (obtain a golem head memento)	**DESCRIPTION:** An itty-bitty golem variant with a surprisingly high threshold for physical pain. Hit it with magic, however… Has a passion for bathyspheres, ichthyology, and seafood.

GOLEM HEAD



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
113	4	16	14	16	16	23	S	3	1	4	2	4	4	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	0	0	-25	0	25	0	0	0	25	0	0	-25	-25	25	0

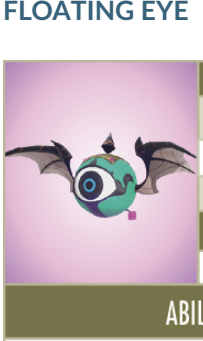
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Aero, Aerora, Sleep, Double Smash, HP+, HP+, Strength+, Defense+, Magic+, Magic+, Magic Defense+, Agility+, Agility+, Accuracy+, Evasion+, Critical+, Critical+, Critical+, Enhanced Wind, Blank Space, Blank Space, Blank Space	–	The Coliseum	Inflict Defense ↓; requires a golem head prism

TRANSFIGURATIONS	
Mini Golem, Water Golem (reach level 35 or higher)	**DESCRIPTION:** A mini golem imbued with wind magic and the power to make any time nap time. …Sorry, what was that? Why call it a "golem head" when it has a body? Hey, don't sweat the small stuff, okay?

AHRIMAN

Masteries: Banishra, Balance, Confusion Counter, Magic+++, Light Resistance++, Resist Confusion

FLOATING EYE



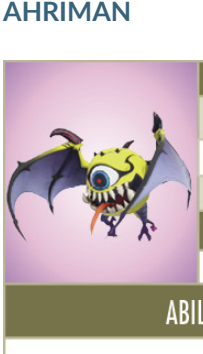
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
139	4	13	17	13	16	23	M	3	2	2	5	2	4	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	0	0	-25	0	0	-25	50	-25	50	25	-25	25	25	-25	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Dark, Ultimate Focus, Hypnosis, HP+, HP+, Magic+, Magic+, Magic Defense+, Magic Defense+, Accuracy+, Ailment AP Boost, Flutter, Blank Space	Smelling Salts, Potion	Nether Nebula, Saronia Docks	Once per battle: last Mirage standing; requires a floating eye prism

TRANSFIGURATIONS	
Ahriman (reach level 15 or higher), Blood Eye (reach level 10 or higher)	**DESCRIPTION:** A winged eyeball that slings magic. Protip for keeping yourself awake at night: try to visualize its heart and brain gasplurshing around in there.

AHRIMAN



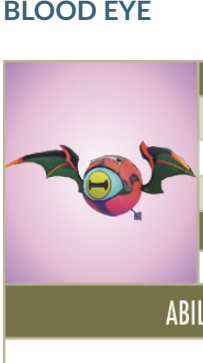
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
147	4	13	17	12	18	22	L	5	3	2	5	2	5	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
0	0	0	-25	0	0	-25	50	-25	50	25	-25	25	25	-25	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Aerora, Gaze, Rake, Bewitching Gaze, Circumvent, HP+, HP+, Magic+, Magic++, Magic Defense+, Accuracy++, Endless Nightmare, Blank Space	Smelling Salts, Potion	Saronia Docks, Nether Nebula	Inflict Blindness; requires a floating eye prism

TRANSFIGURATIONS	
Floating Eye, Buer (obtain a buer memento)	**DESCRIPTION:** A floating eyeball with a terrifyingly toothy grin. Imagine waking up to see this thing hovering over you. Then again, stare at it long enough and it's actually kind of cute…

BLOOD EYE



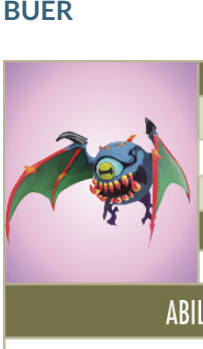
STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
142	4	13	17	14	17	23	M	3	2	2	4	2	4	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
25	25	0	0	-50	0	-50	50	-25	50	25	-25	25	25	-25	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fire, Gaze, Lethean Gaze, HP+, Magic+, Magic+, Magic Defense+, Accuracy+, Evasion+, Evasion+, Blaze Spikes, Flutter, Blank Space	Smelling Salts, Rememb Herbs	The Dragon Scars, Valley Seven	Once per battle: last Mirage standing; requires a blood eye prism

TRANSFIGURATIONS	
Buer (obtain a buer memento), Floating Eye	**DESCRIPTION:** A burning, blood-red eye that slings around fire magic. Kind of looks like a flying tomato. Rumor has it its tears are the secret ingredient at Grymoire's best watering holes.

BUER

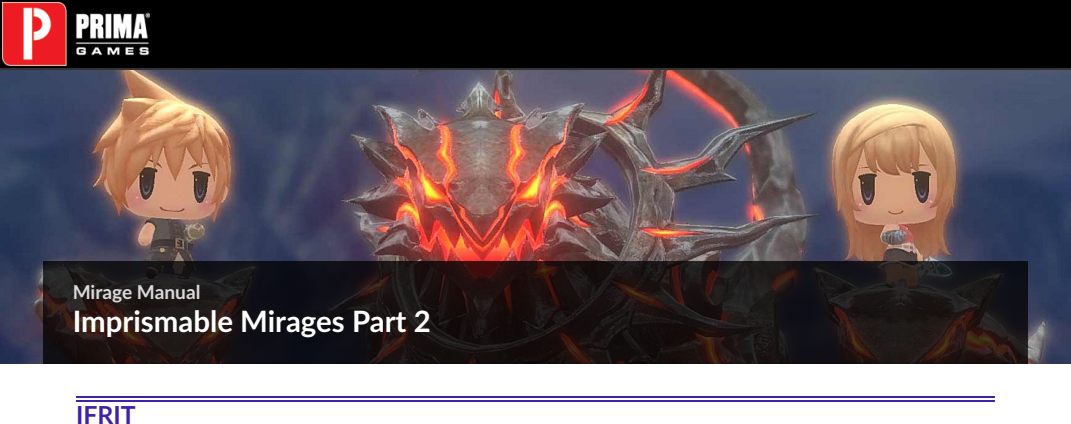


STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	➶	( )	⊠	▲	HP	🗡	ʔ	🛡	➶	( )
148	4	13	17	13	16	22	L	5	3	2	5	2	4	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	👁	❓	😡	🕒	💀
75	25	0	0	-75	0	-50	25	-25	50	25	-25	25	25	-25	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fira, Reflect, Accursed Gaze, Track, HP+, Strength+, Magic+, Magic++, Magic Defense+, Evasion+, SOS Magic Boost, Endless Nightmare, Blank Space	–	The Coliseum	Inflict Confusion; requires a blood eye prism

TRANSFIGURATIONS	
Blood Eye, Ahriman (reach level 10 or higher)	**DESCRIPTION:** Bet you didn't think it was possible to make a floating eyeball any creepier. Well, behold! The buer! Just saying its name is scary: *bueeerrrgh*! By the bye, its eye is actually a keyhole. Find the right key, and…nothing will happen.



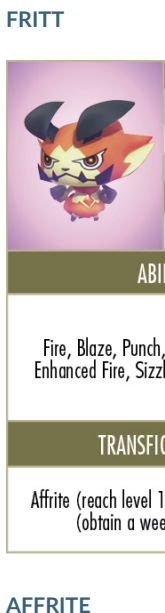
Mirage Manual

Imprismable Mirages Part 2

IFRIT

Masteries: Banishra, Dispel, Courage Under Fire, Strength+++, Ice Resistance++, Resist Confusion

FRITT



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
123	4	16	16	14	14	24	S	2	1	4	4	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
100	-50	0	0	-50	0	0	0	0	25	0	0	0	-25	0	0

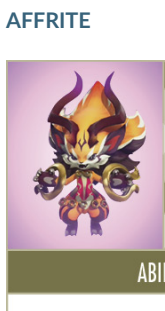
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fire, Blaze, Punch, Strength+, Magic+, Enhanced Fire, Sizzle, Stroll, Blank Space	Smelling Salts, Potion	Nether Nebula	Fire attacks; requires a fritt prism

TRANSFIGURATIONS

Affrite (reach level 15 or higher), Weeglee (obtain a weeglee memento)

DESCRIPTION: A tyke with a flair for flames. His horns get frequent compliments. Wears a warm scarf, despite basically being on fire.

AFFRITE



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
127	4	16	17	15	12	24	M	4	2	4	5	3	1	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
100	-50	0	0	-50	0	0	0	0	25	0	0	0	-25	0	0

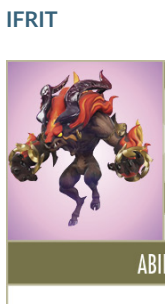
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fira, Strength+, Defense+, Magic+, Accuracy+, Critical+, Fire Converter, Blank Space	–	–	–

TRANSFIGURATIONS

Fritt, Gleed (obtain a gleed memento), Ifreeta (obtain an ifreeta memento), Ifrit (obtain an ifrit memento)

DESCRIPTION: A frit in the throes of adolescence. You can tell from the attitude and the fact that he desperately, *desperately* needs a haircut. Let's just hope someone raises him right and teaches him the difference between affright and affwrong.

IFRIT



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
170	4	17	16	12	12	21	L	6	4	4	4	2	2	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
150	-100	0	0	-50	0	0	0	0	25	0	0	0	-25	0	0

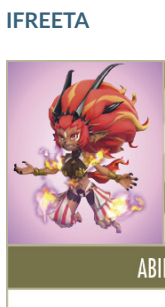
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Hellfire, HP++, Strength+, Strength++, Magic++, Accuracy+, Critical++, Counter, Blaze Spikes, Blank Space	–	–	–

TRANSFIGURATIONS

Affrite, Gleefrit (obtain a gleefrit memento)

DESCRIPTION: A Mirage whose powerful flames eradicate all foes. Famous among even the laziest of the FF faithful, since he usually shows up early in the story.

IFREETA



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
152	4	16	18	12	12	23	L	5	3	4	5	2	1	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
150	-100	0	0	0	0	0	0	0	25	0	0	0	-25	0	0

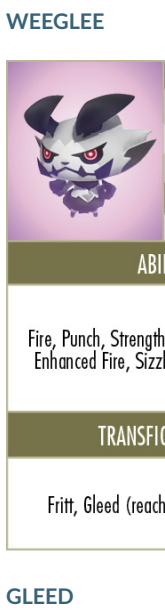
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Firaga, Crimson Cyclone, Strength+, Strength++, Magic+, Magic++, Magic Defense+, Accuracy+, Enhanced Fire, Blank Space	–	–	–

TRANSFIGURATIONS

Gleefrit (obtain a gleefrit memento), Affrite

DESCRIPTION: An exceptionally rare female ifrit who's gunning for a spot in the regular FF lineup. She's tough enough to do it, too. No wonder Ifrit doesn't like her.

WEEGLEE



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
155	4	14	14	14	14	24	S	1	3	3	3	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
100	-100	0	0	0	0	-50	50	0	25	0	0	0	-25	0	0

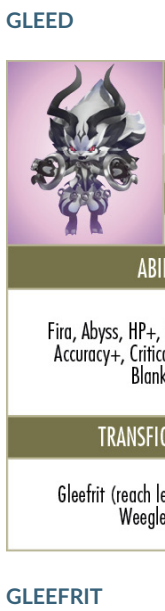
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fire, Punch, Strength+, Strength+, Magic+, Enhanced Fire, Sizzle, Stroll, Blank Space	Arma Gem	–	Fire attacks; requires a weeglee prism

TRANSFIGURATIONS

Fritt, Gleed (reach level 15 or higher)

DESCRIPTION: A small Mirage resembling a fritt. This rare variant keeps a low profile. Attempts to befriend it by singing pop songs will not work; coordinated dance numbers have also, unfortunately, proven futile.

GLEED



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
163	4	14	14	14	14	23	L	5	3	3	3	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
100	-100	0	0	0	0	-50	50	0	25	0	0	0	-25	0	0

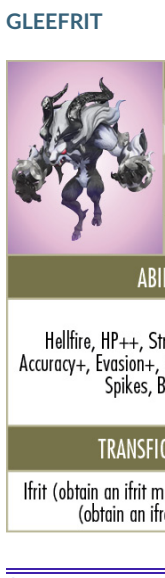
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fira, Abyss, HP+, Strength+, Magic+, Accuracy+, Critical+, Fire Converter, Blank Space	–	–	–

TRANSFIGURATIONS

Gleefrit (reach level 35 or higher), Weeglee, Affrite

DESCRIPTION: A grown-up weeglee. Years of bracelet-lifting have made him bigger, stronger, snarlier. Oh, and don't worry, he's wearing pants: nature's pants.

GLEEFRIT



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
148	4	15	15	15	14	24	M	3	4	3	3	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
100	-100	0	0	0	0	-50	50	0	25	0	0	0	-25	0	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Hellfire, HP++, Strength++, Magic++, Accuracy+, Evasion+, Critical+, Counter, Blaze Spikes, Blank Space	–	–	–

TRANSFIGURATIONS

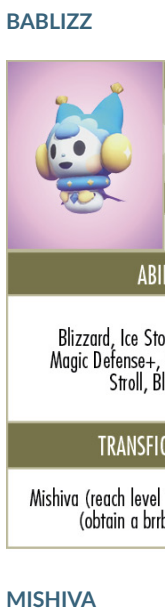
Ifrit (obtain an ifrit memento), Gleed, Ifreeta (obtain an ifreeta memento)

DESCRIPTION: A grand gleed. It looks like an ifrit, but nope—different beast altogether. The bracelets are part of his body and contain agelong reserves of magic.

SHIVA

Masteries: Aerora, Raise, Strategic AP Hike, Magic+++, Fire Resistance++, Resist Sleep

BABLIZZ



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
146	4	12	16	14	15	25	S	2	3	1	4	3	3	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
-100	100	0	50	0	0	0	-50	0	0	25	0	0	0	-25	0

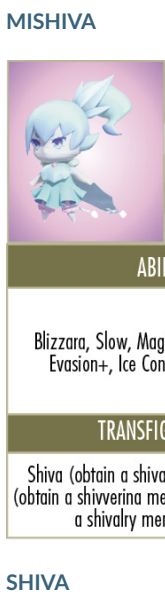
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blizzard, Ice Storm, HP+, Magic+, Magic Defense+, Enhanced Ice, Chill, Stroll, Blank Space	Smelling Salts, Potion	Nether Nebula	Ice attacks; requires a bablizz prism

TRANSFIGURATIONS

Mishiva (reach level 15 or higher), Brrblizz (obtain a brrblizz memento)

DESCRIPTION: An adorable ice pixie with a knack for ice magic and a fondness for colder climes. Has no button nose, and those eyes of hers definitely aren't made out of coal.

MISHIVA



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
153	4	12	16	14	14	25	M	4	3	1	4	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
-100	100	0	50	0	0	0	-50	0	0	25	0	0	0	-25	0

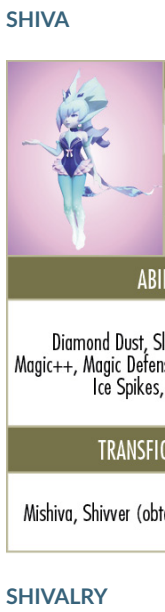
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blizzara, Slow, Magic+, Magic+, Agility+, Evasion+, Ice Converter, Blank Space	–	–	–

TRANSFIGURATIONS

Shiva (obtain a shiva memento), Shivarrina (obtain a shivverina memento), Shivalry (obtain a shivalry memento), Bablizz

DESCRIPTION: A bablizz that's grown into a chilly little ice princess. Her magic arsenal has expanded to more than just ice attacks, but her vocabulary still needs some work.

SHIVA



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
161	4	12	16	14	14	23	L	5	4	1	4	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
-100	150	0	50	0	0	0	-100	0	0	25	0	0	0	-25	0

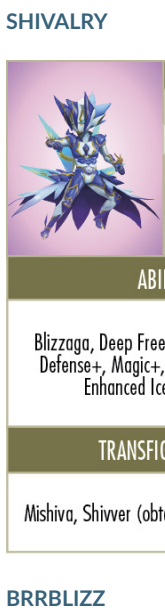
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Diamond Dust, Sleep, HP+, Magic+, Magic++, Magic Defense+, Agility+, Accuracy+, Ice Spikes, Blank Space	–	–	–

TRANSFIGURATIONS

Mishiva, Shivver (obtain a shivver memento)

DESCRIPTION: A Mirage known for putting her adversaries on ice. Ask her to make you a slushy! She's surprisingly cool about that kind of stuff.

SHIVALRY



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
166	4	16	16	15	12	20	L	5	4	4	4	3	1	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
-100	150	0	50	0	0	0	-100	0	0	25	0	0	0	-25	0

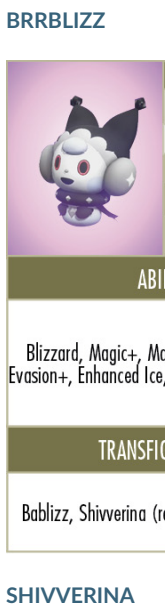
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blizzaga, Deep Freeze, HP+, Strength++, Defense+, Magic+, Accuracy+, Critical+, Enhanced Ice, Blank Space	–	–	–

TRANSFIGURATIONS

Mishiva, Shivver (obtain a shivver memento)

DESCRIPTION: A rare male shiva. Drives his female counterpart up the wall with lengthy "superhero" monologues. Cannot be defeated with space rocks or the color yellow.

BRRBLIZZ



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
153	4	14	14	14	14	24	S	1	3	3	3	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
-50	100	-50	0	0	0	-50	50	0	0	25	0	0	0	-25	0

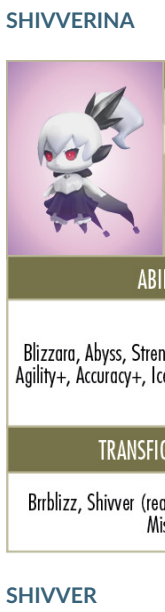
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blizzard, Magic+, Magic+, Magic Defense+, Evasion+, Enhanced Ice, Chill, Stroll, Blank Space	Arma Gem	–	Ice attacks; requires a brrblizz prism

TRANSFIGURATIONS

Bablizz, Shivverina (reach level 15 or higher)

DESCRIPTION: Some Mirages, like this one, possess unique traits that set them apart from others in their tribe. But despite the "brr" in her name, she's not actually colder than a bablizz.

SHIVVERINA



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
153	4	12	16	14	14	25	M	3	3	1	4	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
-50	100	-50	0	0	0	-50	50	0	0	25	0	0	0	-25	0

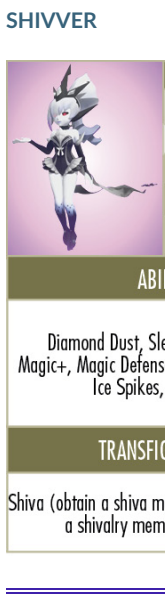
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blizzara, Abyss, Strength+, Magic+, Magic+, Agility+, Accuracy+, Ice Converter, Blank Space	–	–	–

TRANSFIGURATIONS

Brrblizz, Shivver (reach level 35 or higher), Mishiva

DESCRIPTION: A brrblizz that has evolved into what looks like a little girl. Despite years of training, she still hasn't figured out how to use her cape as a second pair of legs.

SHIVVER



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
164	4	14	14	14	14	23	L	5	4	3	3	2	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
-50	100	-50	50	0	0	-50	50	0	0	25	0	0	0	-25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Diamond Dust, Sleep, HP++, Magic+, Magic+, Magic Defense+, Evasion+, Evasion+, Ice Spikes, Blank Space	–	–	–

TRANSFIGURATIONS

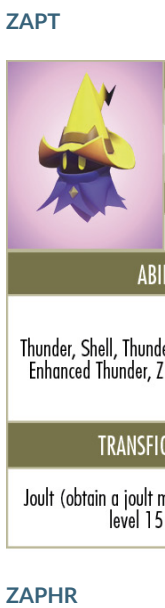
Shiva (obtain a shiva memento), Shivalry (obtain a shivalry memento), Shivverina

DESCRIPTION: A fully grown Mirage as powerful as Shiva herself. Some folks might glance at the "dark queen" getup and assume she needs a hug or something; *do not hug her.*

RAMUH

Masteries: Watera, Esuna, Endless Blessings, Magic+++, Earth Resistance++, Resist Slow

ZAPT



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
124	4	12	17	15	15	28	S	2	1	1	5	3	3	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
0	0	100	0	50	-100	0	-50	0	0	0	0	-25	0	25	0

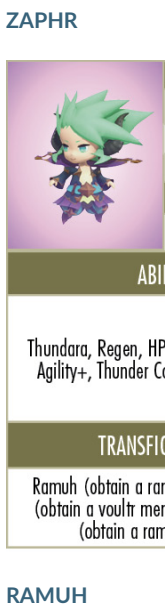
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thunder, Shell, Thunderbolt, Magic+, Agility+, Enhanced Thunder, Zap, Stroll, Blank Space	Smelling Salts, Potion	Nether Nebula	Thunder attacks; requires a zapt prism

TRANSFIGURATIONS

Joult (obtain a joult memento), Zaphr (reach level 15 or higher)

DESCRIPTION: A wired tyke who's still learning to absorb lightning. His magic set remains limited. Don't confuse him with a certain-colored mage; they're two different things.

ZAPHR



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
126	4	12	17	15	14	26	M	4	1	2	5	3	3	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
0	0	100	0	50	-100	0	-50	0	0	0	0	-25	0	25	0

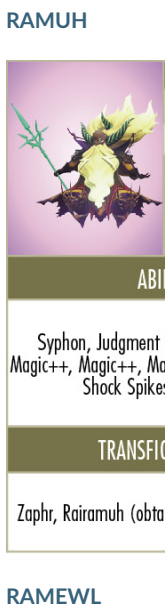
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thundara, Regen, HP+, Strength+, Magic+, Agility+, Thunder Converter, Blank Space	–	–	–

TRANSFIGURATIONS

Ramuh (obtain a ramuh memento), Voultr (obtain a voultr memento), Zapt, Ramewl (obtain a ramewl memento)

DESCRIPTION: A Mirage that resembles a little boy. He's gotten the hang of summoning lightning with a snap of his fingers, and looks good doing it. But you might not want to shake his hand.

RAMUH



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
146	4	12	17	14	15	25	L	6	3	1	4	3	3	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
0	0	150	0	50	-100	0	-100	0	0	0	0	-25	0	25	0

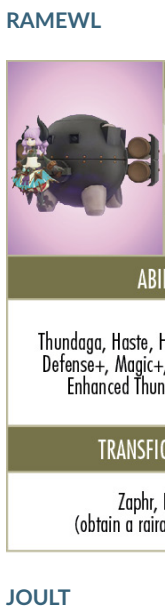
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Syphon, Judgment Bolt, HP+, Defense+, Magic+, Magic++, Magic Defense+, Accuracy+, Shock Spikes, Blank Space	–	–	–

TRANSFIGURATIONS

Zaphr, Rairamuh (obtain a rairamuh memento)

DESCRIPTION: A Mirage whose Judgment Bolt reduces everything to ash. His mortal enemy, therefore, must be a pile of ash, because…well, what can he do to it?

RAMEWL



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
148	4	12	16	14	14	27	L	7	3	1	4	3	3	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
0	0	150	0	50	-100	0	-100	0	0	0	0	-25	0	25	0

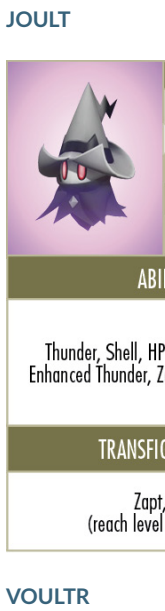
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thundaga, Haste, Heaven's Wrath, HP+, Defense+, Magic+, Magic++, Critical+, Enhanced Thunder, Blank Space	–	–	–

TRANSFIGURATIONS

Zaphr, Rairamuh (obtain a rairamuh memento)

DESCRIPTION: Ramuh's granddaughter and a truly, er, eloquent speaker. Her hair spikes up when electrified, saving her hours of primping in front of the bathroom mirror every morning.

JOULT



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
136	4	14	14	14	14	27	S	1	2	3	3	3	3	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
-50	-50	150	-50	50	-50	-50	50	0	0	0	0	-25	0	25	0

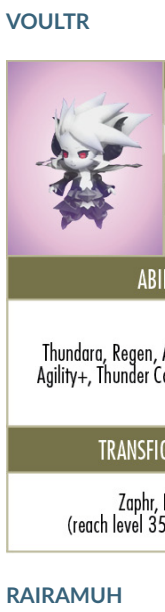
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thunder, Shell, HP+, Magic+, Magic+, Enhanced Thunder, Zap, Stroll, Blank Space	Arma Gem	–	Thunder attacks; requires a joult prism

TRANSFIGURATIONS

Zapt, Voultr (reach level 15 or higher)

DESCRIPTION: A mage-like Mirage with red eyes. Still not particularly adept at the whole "zapping" thing. Maybe he's snapping his fingers wrong…if he has fingers. (Does he even have arms?)

VOULTR



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
146	4	14	14	13	14	26	M	3	3	3	3	2	3	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
-50	-50	150	-50	50	-50	-50	50	0	0	0	0	-25	0	25	0

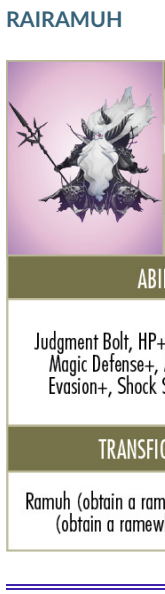
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thundara, Regen, Abyss, HP+, Magic+, Agility+, Thunder Converter, Blank Space	–	–	–

TRANSFIGURATIONS

Zaphr, Rairamuh (reach level 35 or higher), Joult

DESCRIPTION: An evolved joult that can wield darkness as well as electricity; basically, he's a one-man light show. Of course, he gets invited to all the parties.

RAIRAMUH



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
152	4	14	14	14	14	25	L	5	3	3	3	3	3	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
-50	-50	150	-50	50	-50	-50	50	0	0	0	0	-25	0	25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Judgment Bolt, HP++, Magic+, Magic++, Magic Defense+, Agility+, Accuracy+, Evasion+, Shock Spikes, Blank Space	–	–	–

TRANSFIGURATIONS

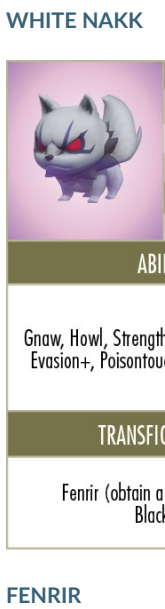
Ramuh (obtain a ramuh memento), Ramewl (obtain a ramewl memento), Voultr

DESCRIPTION: A being with powers akin to a ramuh's. When he wants to shock you, he really shocks you. President of the Burned My Hair Off Club For Men.

FENRIR

Masteries: Aerora, Sleep, Victory Charge, Strength+++, Ice Resistance++, Safety Bit

WHITE NAKK



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
124	4	17	15	13	12	29	S	3	1	5	4	2	2	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
-50	50	0	0	0	0	0	0	0	-25	0	0	0	0	25	0

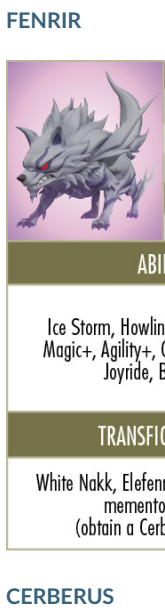
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Gnaw, Howl, Strength+, Strength+, Agility+, Evasion+, Poisontouch, Stroll, Blank Space	Wobblestopper, Potion	Icicle Ridge, The Coliseum	Ice attacks; requires a white nakk prism

TRANSFIGURATIONS

Fenrir (obtain a fenrir memento), Black Nakk

DESCRIPTION: A wolflike Mirage with sharp fangs and thick fur to protect against the cold. You could say that it has a "nakk" for hunting…but please don't say that.

FENRIR



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
154	4	17	15	12	12	26	L	6	3	4	3	2	2	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
-50	50	0	0	0	0	0	0	0	-25	0	0	0	0	25	0

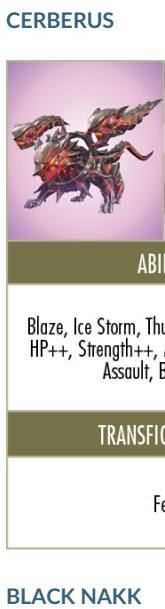
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Ice Storm, Howling Moon, Sled Fang, Magic+, Agility+, Critical+, First Strike, Joyride, Blank Space	–	The Coliseum	Once per battle: reduce HP; requires a white nakk prism

TRANSFIGURATIONS

White Nakk, Elefenrir (obtain an elefenrir memento), Cerberus (obtain a Cerberus memento)

DESCRIPTION: A Mirage that inhabits colder regions and uses swift attacks and its Ice Storm ability to corner prey. (Wheels and sword compartment not included with this model.)

CERBERUS



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
877	4	18	17	12	15	32	XL	-	5	5	5	2	4	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
25	25	25	0	0	0	-100	25	100	-25	-50	50	0	-25	50	50

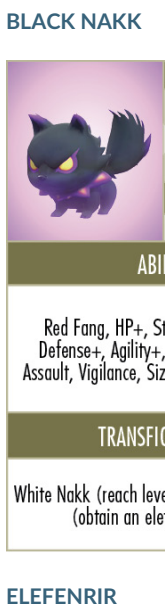
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blaze, Ice Storm, Thunderbolt, Sonic Fangs, HP++, Strength++, Magic++, Accuracy++, Assault, Blank Space	Mega Phoenix	The Dragon Scars	Use fire, ice, and thunder attacks; requires a white nakk prism

TRANSFIGURATIONS

Fenrir

DESCRIPTION: A huge Mirage that attacks with three elements from its three heads—two of which, strangely, don't seem to be attached. A certain Mr. Valentine packs a gun named after this Mirage, but neither he nor his weapon seem to be around.

BLACK NAKK



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
135	4	15	15	14	14	26	S	3	2	3	3	2	3	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
50	-25	0	0	-50	0	-25	50	-25	-25	0	0	-25	0	25	25

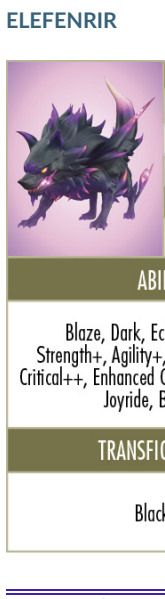
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Red Fang, HP+, Strength+, Strength+, Defense+, Agility+, Evasion+, Evasion+, Assault, Vigilance, Sizzle, Stroll, Blank Space	Potion, Eye Drops	The Watchplains, Valley Seven	Physical attacks; requires a black nakk prism

TRANSFIGURATIONS

White Nakk (reach level 10 or higher), Elefenrir (obtain an elefenrir memento)

DESCRIPTION: A nakk with high resistance to fire. Even its teeth are like hot coals; you could probably grill a hamburger in there if you could just get it to keep its mouth open.

ELEFENRIR



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
153	4	15	14	15	15	24	L	6	3	3	3	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
50	0	0	0	0	0	-200	150	-25	-25	0	0	-25	0	25	25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blaze, Dark, Eclipse Bite, HP++, Strength+, Agility+, Accuracy+, Critical+, Critical++, Enhanced Criticals, Critical AP Hike, Joyride, Blank Space	–	–	–

TRANSFIGURATIONS

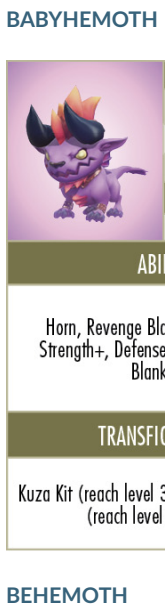
Black Nakk

DESCRIPTION: Another type of fenrir. He seems to have some sort of history with Eiko's tribe. It's a common mistake to mix his name up with that of El Fenrir, the famous invisible Cornelian luchador.

BEHEMOTH

Masteries: Watera, Protect, SOS Regen, Strength+++, Dark Resistance++, Resist Blindness

BABYHEMOTH



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
168	4	17	13	13	14	23	M	5	4	4	2	2	2	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
0	0	25	0	25	0	0	-50	0	0	0	25	0	-25	0	0

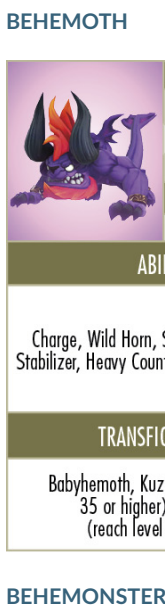
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Horn, Revenge Blast, HP+, Strength+, Strength+, Defense+, Critical+, Counter, Blank Space	Hi-Potion, Wobblestopper	Pyreglow Forest, Icicle Ridge	Physical attacks; requires a babyhemoth prism

TRANSFIGURATIONS

Kuza Kit (reach level 30 or higher), Behemoth (reach level 23 or higher)

DESCRIPTION: Don't rock-a-bye this baby, or you'll be sorry when it counters. Those horns are plenty sharp! You probably have some theories about what this will turn into when it grows up. Those theories are quite correct.

BEHEMOTH



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
175	4	17	13	14	14	21	L	7	5	4	2	2	2	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
0	0	25	0	25	0	0	-50	0	0	0	25	0	-25	0	0

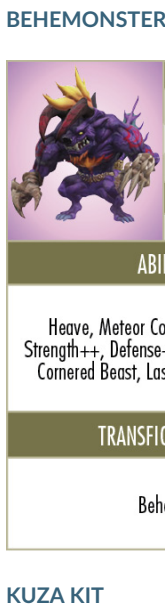
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Charge, Wild Horn, Strength+, Adrenaline, Stabilizer, Heavy Counter, Joyride, Blank Space	Hi-Potion, Wobblestopper	Valley Seven, The Coliseum	Once per battle: reduce HP; requires a babyhemoth prism

TRANSFIGURATIONS

Babyhemoth, Kuza Beast (reach level 35 or higher), Behemonster (reach level 40 or higher)

DESCRIPTION: A hulking beast with large, powerful horns. Also a heavy mouth breather. But even heavier than that is its fearsome Heavy Counter, which is enough to make even the spooniest bard sorry he swung his lute.

BEHEMONSTER



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
890	4	18	17	18	14	21	XL	-	5	5	5	5	3	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
0	0	25	0	25	0	0	-50	-25	50	50	25	50	-25	25	25

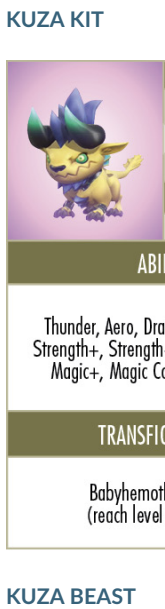
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Heave, Meteor Counterstance, HP++, Strength++, Defense++, Magic+, Critical++, Cornered Beast, Last Stand, Blank Space	Earth Spellstone, X-Potion	Castle Exnine	Physical attacks; requires a babyhemoth prism

TRANSFIGURATIONS

Behemoth

DESCRIPTION: This legendary brute comes complete with twice the ferocity and thrice the anger management issues of its *relatively* calmer kin. Walks on two legs to show off its ripped abs.

KUZA KIT



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
156	4	16	14	15	15	19	M	5	4	4	3	3	3	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
0	0	50	0	25	-50	0	-25	0	0	0	25	0	-25	0	0

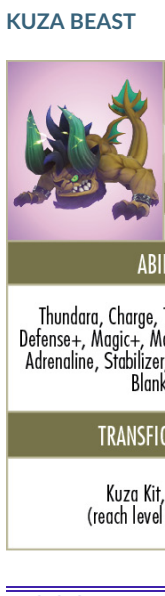
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thunder, Aera, Drain, Horn, HP+, HP+, Strength+, Strength+, Defense+, Magic+, Magic+, Magic Counter, Blank Space	Hi-Potion, Wobblestopper	Big Bridge	Land a counterattack; requires a kuza kit prism

TRANSFIGURATIONS

Babyhemoth, Kuza Beast (reach level 22 or higher)

DESCRIPTION: A beast wreathed in lightning. It specializes in thunder attacks and packs a mean magical counter. The more one stars at it, though, the more one has to wonder: what exactly is it chewing?

KUZA BEAST



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
165	4	16	14	15	15	18	L	7	4	4	3	3	3	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
0	0	50	0	25	-50	0	-25	0	0	0	25	0	-25	0	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thundara, Charge, Thunder Horn, HP++, Defense+, Magic+, Magic Defense+, Critical+, Adrenaline, Stabilizer, Heavy Magic Counter, Blank Space	Lightning Spellstone	The Crystal Tower, Castle Exnine	Land a counterattack; requires a kuza kit prism

TRANSFIGURATIONS

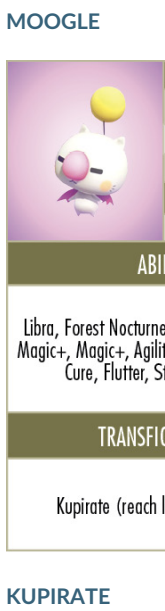
Kuza Kit, Behemoth (reach level 20 or higher)

DESCRIPTION: A formidable foe with large horns that positively crackle with electricity. Thanks to this, it's never had a good hair day. Watch out for its powerful strikes and magical counterattack.

MOOGLE

Masteries: Earthquake, Double Smash, Recycle, Magic Defense+++, Thunder Resistance++, Resist Berserk

MOOGLE



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
148	4	15	15	15	14	24	S	1	3	3	3	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
0	-25	0	25	0	25	-25	25	-25	-25	25	-25	25	25	25	-25

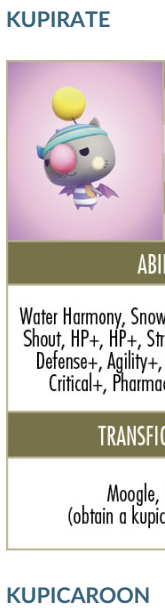
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Libra, Forest Nocturne, Wind Rhapsody, HP+, Magic+, Magic+, Agility+, Evasion+, Enhanced Cure, Flutter, Stroll, Blank Space	Potion, Hi-Potion	Pyreglow Forest, The Crystal Tower	Restore HP; requires a moogle prism

TRANSFIGURATIONS

Kupirate (reach level 15 or higher)

DESCRIPTION: Everybody's favorite fuzzball with the funny way of talking, kupo. Attacks and heals using equally funny dances. Apparently, they're willing to take just about any job if it means they get a role in the story.

KUPIRATE



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
138	4	15	15	15	14	24	S	1	2	3	4	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
0	25	-50	-25	50	0	0	0	-25	25	-25	0	25	25	25	-25

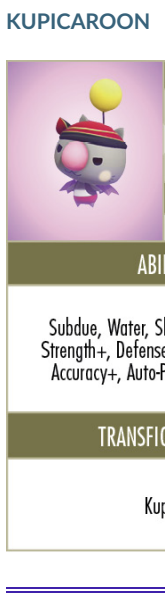
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Water Harmony, Snowman Rondo, Triumphant Shout, HP+, HP+, Strength+, Magic+, Magic Defense+, Agility+, Accuracy+, Evasion+, Critical+, Pharmacology, Blank Space	Phoenix Down, Wobblestopper	Saronia Docks, The Coliseum	Once per battle: reduce HP; requires a moogle prism

TRANSFIGURATIONS

Moogle, Kupicaroon (obtain a kupicaroon memento)

DESCRIPTION: Marine moogles with a penchant for piracy. They spend their weekends relaxing on the beach. Through the wonders of Grymoirian magic (also known as "budget limitations"), they all share the same voice.

KUPICAROON



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
136	4	15	15	15	14	24	S	1	2	3	4	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
0	25	-50	-25	50	0	0	0	-25	25	-25	0	25	25	25	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Subdue, Water, Shell, Kuparrr!, HP+, Strength+, Defense+, Magic+, Agility+, Accuracy+, Auto-Potion, Blank Space	Phoenix Down	Saronia Docks	Inflict Berserk; requires a kupicaroon prism

TRANSFIGURATIONS

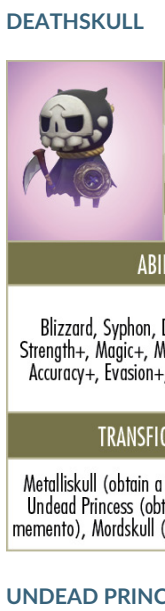
Kupirate

DESCRIPTION: An expert at water attacks. These moogles roll with a different crowd than Faris's crew, but that story…will have to wait for another day. Watch out for their "Kuparrr!" ability, which causes berserk.

UNDEAD PRINCESS

Masteries: Thundara, Ultimate Focus, Celestriad, Magic+++, Light Resistance++, Resist Berserk

DEATHSKULL



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
143	4	12	17	13	17	23	M	3	3	1	4	2	5	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
-50	50	0	-25	0	25	-50	50	0	-25	-25	0	-25	-25	50	50

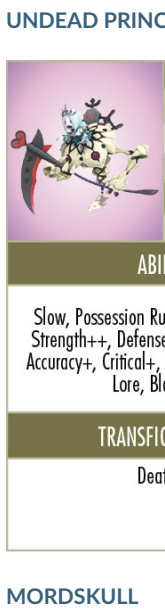
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blizzard, Syphon, Dark, Hypnosis, HP+, Strength+, Magic+, Magic+, Magic Defense+, Accuracy+, Evasion+, Revivify, Blank Space	Smelling Salts, Wobblestopper	Pyreglow Forest, Icicle Ridge	Inflict Oblivion; requires a deathskull prism

TRANSFIGURATIONS

Metalliskull (obtain a metalliskull memento), Undead Princess (obtain an undead princess memento), Mordskull (reach level 28 or higher)

DESCRIPTION: An undead Mirage that can unleash an entire spellbook's worth of magical attacks. Don't mistake it for a trick-or-treater.

UNDEAD PRINCESS



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
149	4	15	16	13	16	20	L	5	3	3	4	2	4	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
-25	25	0	0	0	-50	50	0	0	-25	-25	0	-25	-25	50	50

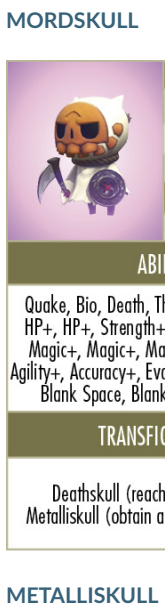
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Slow, Possession Rush, Dread Gaze, HP+, Strength++, Defense+, Magic+, Magic++, Accuracy+, Critical+, Dark Converter, Reaper Lore, Blank Space	–	–	–

TRANSFIGURATIONS

Deathskull

DESCRIPTION: Everyone's favorite undead princess. Seems to maybe sort of have a history with Sherlotta? Hmm… If she's a princess, shouldn't she have a kingdom? But let's not go there… It's a dead end.

MORDSKULL



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
143	4	13	17	12	18	23	M	3	3	2	5	1	5	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
-25	25	0	-75	0	75	-50	50	0	-25	-25	0	-25	-25	50	50

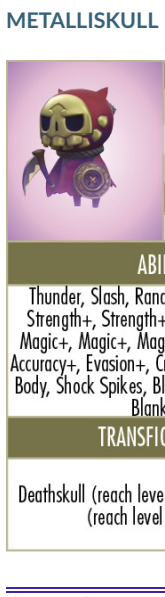
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Quake, Bio, Death, Throw Stone, Quicksand, HP+, HP+, Strength+, Strength+, Defense+, Magic+, Magic+, Magic+, Magic Defense+, Agility+, Accuracy+, Evasion+, Critical+, Revivify, Blank Space, Blank Space, Blank Space	Hi-Ether	The Train Graveyard	Inflict Oblivion; requires a mordskull prism

TRANSFIGURATIONS

Deathskull (reach level 8 or higher), Metalliskull (obtain a metalliskull memento)

DESCRIPTION: A Mirage that excels in earth magic, but don't forget that scythe leaves a nasty mark too. Try not to run into this scamp in a dark alley. Also, that's not a mask; it just looks like that. (Chewing must be a challenge…)

METALLISKULL



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
141	4	12	17	17	14	23	M	5	2	2	4	4	2	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
-25	25	0	-75	0	75	-50	50	-50	25	-25	-25	-25	-25	25	50

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thunder, Slash, Random Shock, HP+, HP+, Strength+, Strength+, Defense+, Defense+, Magic+, Magic+, Magic Defense+, Accuracy+, Accuracy+, Evasion+, Critical+, Critical+, Metallic Body, Shock Spikes, Blank Space, Blank Space, Blank Space	–	The Coliseum	Inflict Oblivion; requires a metalliskull prism

TRANSFIGURATIONS

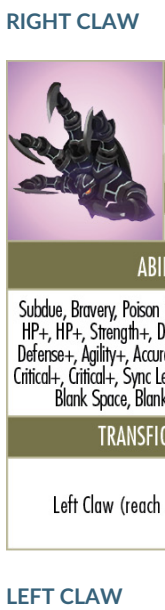
Deathskull (reach level 8 or higher), Mordskull (reach level 28 or higher)

DESCRIPTION: An undead skull-head with a knack for lightning attacks and shocking counters. This is what happens when you try to design a skeleton that's not made of bone. It's kind of like a burger without the patty, except this thing doesn't appear to even have buns. (Made you look.)

CLAWS

Masteries: Thundara, Shake, Revivify, Defense+++, Wind Resistance++, Resist Sleep

RIGHT CLAW



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
145	4	17	13	17	14	21	L	6	3	4	2	4	2	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
25	-25	25	25	-25	25	-25	-25	25	0	25	0	-25	-25	0	0

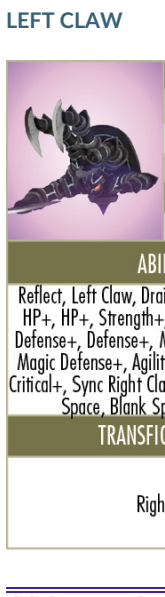
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Subdue, Bravery, Poison Nails, Right Claw, Cat Claw, HP+, HP+, Strength+, Defense+, Defense+, Magic Defense+, Agility+, Accuracy+, Accuracy+, Evasion+, Critical+, Critical+, Sync Left Claw, No Escape, Joyride, Blank Space, Blank Space, Blank Space	Hi-Potion, Wobblestopper	Pyreglow Forest, Icicle Ridge	Once per battle: reduce HP; requires a right claw prism

TRANSFIGURATIONS

Left Claw (reach level 25 or higher)

DESCRIPTION: A Mirage that loves slicing and dicing. Dangerous when paired with the left claw. Insists that it's left-handed, but it's right. Wait…

LEFT CLAW



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
145	4	17	13	17	14	21	L	6	3	4	2	4	2	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
-25	25	-25	-25	25	-25	25	25	25	0	25	0	-25	-25	0	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Reflect, Left Claw, Draining Claw, Impact Claw, HP+, HP+, Strength+, Strength+, Strength+, Defense+, Defense+, Magic+, Magic Defense+, Magic Defense+, Agility+, Accuracy+, Critical+, Critical+, Sync Right Claw, Treasure Hunter, Blank Space, Blank Space, Blank Space	Hi-Potion, X-Potion	Icicle Ridge, Big Bridge	Once per battle: reduce HP; requires a left claw prism

TRANSFIGURATIONS

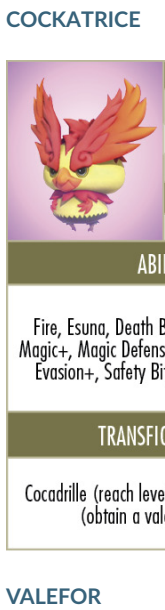
Right Claw

DESCRIPTION: A Mirage that loves slicing and dicing. Dangerous when paired with the right claw. Would insist that it's right-handed if it were here, but it's already left.

COCKATRICE

Masteries: Thundara, Charge, First Strike, Magic Defense+++, Dark Resistance++, Safety Bit

COCKATRICE



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
124	4	14	13	16	16	25	M	3	1	3	2	4	4	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
50	25	0	0	-25	0	25	-50	25	-25	0	0	0	0	-25	25

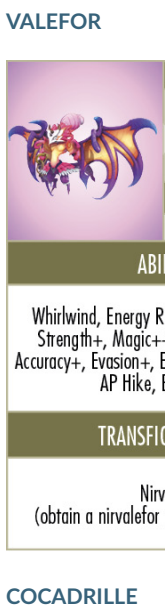
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fire, Esuna, Death Beak, HP+, Strength+, Magic+, Magic Defense+, Agility+, Accuracy+, Evasion+, Safety Bit, Sizzle, Blank Space	Potion, Phoenix Down	Pyreglow Forest, The Coliseum	Physical attacks; requires a cockatrice prism

TRANSFIGURATIONS

Cocadrille (reach level 13 or higher), Valefor (obtain a valefor memento)

DESCRIPTION: A bird with a poisonous beak that sometimes insta-KO's its prey. It doesn't have the Flutter ability, which make be attributable to the fact that its wings are *eyebrows*. The least it could do is keep those bad boys better trimmed!

VALEFOR



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
149	4	14	14	14	14	27	L	5	3	3	3	3	3	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
0	-50	0	50	0	0	25	-25	25	0	0	0	0	0	-25	0

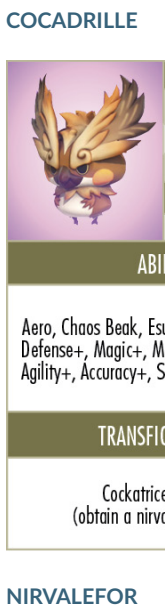
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Whirlwind, Energy Ray, Sonic Wings, HP+, Strength+, Magic++, Agility+, Agility++, Accuracy+, Evasion+, Enhanced Wind, Strategic AP Hike, Blank Space	–	The Coliseum	Earth attacks; requires a cockatrice prism

TRANSFIGURATIONS

Nirvalefor (obtain a nirvalefor memento), Cockatrice

DESCRIPTION: Yuna's "faithful" friend and companion, so to speak. She soars through the air, wild and free. Raise your hand if you're feeling a wave of nostalgia right now! Hey, uh, speaking of nostalgia…did you know *FINAL FANTASY X* has been remastered in high-def?

COCADRILLE



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
172	4	11	11	17	17	23	M	3	4	1	1	5	5	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
25	0	0	-25	0	0	-50	50	25	25	-25	-25	0	0	-25	25

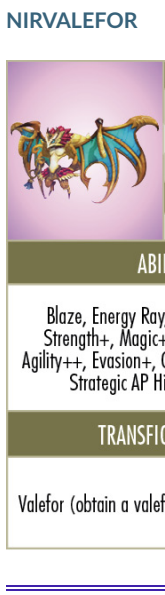
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Aero, Chaos Beak, Esunaga, HP+, Strength+, Defense+, Magic Defense+, Magic Defense+, Agility+, Accuracy+, Safety Bit+, Blank Space	Smelling Salts, Phoenix Down	Valley Seven, The Phantom Sands	Inflict Poison; requires a cocadrille prism

TRANSFIGURATIONS

Cockatrice, Nirvalefor (obtain a nirvalefor memento)

DESCRIPTION: A bird that uses its stout beak to vent its frustrations. It pecks when it's peckish, and it pecks when it's not. Sadly, it can't fly, but that doesn't stop it from dreaming. Attempts to use it to bore holes in wood have led to numerous accidents across Grymoire.

NIRVALEFOR



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
128	4	13	13	16	17	26	L	5	2	2	2	4	4	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
25	0	0	-25	0	0	50	-50	0	0	0	0	0	0	0	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blaze, Energy Ray, Sonic Wings, HP+, Strength+, Magic++, Magic Defense+, Agility++, Evasion+, Critical+, Enhanced Fire, Strategic AP Hike, Blank Space	–	–	–

TRANSFIGURATIONS

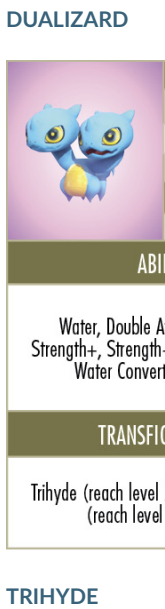
Valefor (obtain a valefor memento), Cocadrille

DESCRIPTION: Whooosh! …Goes a flaming streak across the sky. It's a bird! It's a dragon! Nope, it's a nirvalefor! Fast as these Mirages are, they still can't outrun the burning sensation that they're late.

TIAMAT

Masteries: Earthquake, Dispel, Ailment Regen, Strength+++, Ice Resistance++, Resist Oblivion

DUALIZARD



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
140	4	17	17	13	14	22	M	5	2	4	4	2	2	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
0	-50	0	75	0	-25	0	0	25	0	25	-25	25	0	0	-25

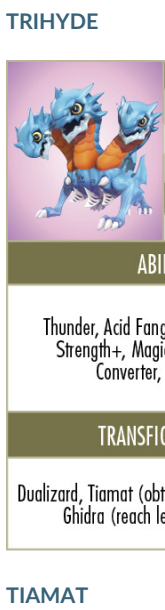
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Water, Double Attack, Poison Bite, Strength+, Strength+, Magic+, Accuracy+, Water Converter, Blank Space	Antidote, Potion	Pyreglow Forest, Saronia Docks	Once per battle: reduce HP; requires a dualizard prism

TRANSFIGURATIONS

Trihyde (reach level 24 or higher), Bihydra (reach level 10 or higher)

DESCRIPTION: One body, twice the lizard! Rap battles itself regularly, but always loses. That's because it spits so much poison on the mic, it melts.

TRIHYDE



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
147	4	17	17	12	14	22	L	7	3	5	5	1	3	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
0	-50	0	75	0	-25	0	0	25	0	25	-25	25	0	0	-25

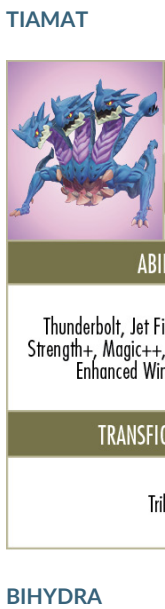
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thunder, Acid Fang, Triple Attack, HP+, Strength+, Magic+, Critical+, Wind Converter, Blank Space	Ice Spellstone	The Chainroad, The Coliseum	Deal a lot of damage to it at once (ice attacks); requires a dualizard prism

TRANSFIGURATIONS

Dualizard, Tiamat (obtain a Tiamat memento), Ghidra (reach level 35 or higher)

DESCRIPTION: Buy now, and get an extra head free! Just kidding; three's all you get. Try braiding its heads while it sleeps. If it doesn't destroy you with attack magic, that means you did a good job.

TIAMAT



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
152	4	17	17	14	14	20	L	7	3	4	4	2	2	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
0	-50	0	75	-50	25	0	0	25	0	25	-25	25	0	0	-25

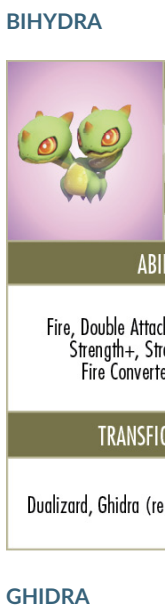
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thunderbolt, Jet Fire, Acid Mist, HP++, Strength+, Magic++, Accuracy++, Critical+, Enhanced Wind, Blank Space	–	The Coliseum	Inflict Oblivion; requires a dualizard prism

TRANSFIGURATIONS

Trihyde

DESCRIPTION: A gigantic dragon with one, two…a lot of heads. Do those yappers in the back count? Each head has a different element and personality. It makes deciding where to go for dinner a huge pain. Don't confuse this tiamat with the Fiend of Wind. That one has even *more* heads.

BIHYDRA



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
136	4	18	16	13	13	22	M	5	2	5	4	2	2	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
50	-25	0	25	-50	0	0	0	25	0	25	-25	25	0	0	-25

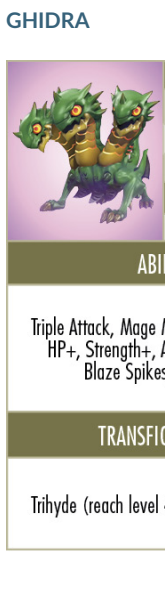
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fire, Double Attack, Poison Bite, HP+, Strength+, Strength+, Magic+, Fire Converter, Blank Space	Antidote, Hi-Potion	The Dragon Scars, Mako Reactor 0	Once per battle: last Mirage standing; requires a bihydra prism

TRANSFIGURATIONS

Dualizard, Ghidra (reach level 22 or higher)

DESCRIPTION: Resistant to fire. Both of its maws are practically dripping with venom. Tends to get into heated arguments with itself that quickly escalate into fiery exchanges. Despite being a bihydra, it doesn't do so well with hydration.

GHIDRA



STATS									GROWTH RATINGS					
HP	AP	🗡	?	⛊	➶	( )	⊠	⏏	HP	🗡	?	⛊	➶	( )
139	4	18	16	15	13	20	L	7	2	5	4	3	2	2

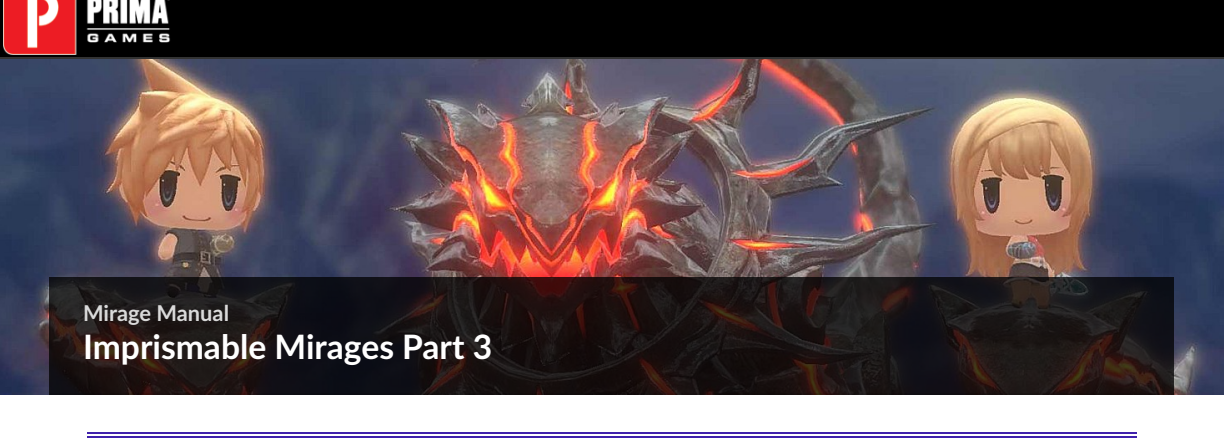
ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🪨	✴	🌑	●	◎	z	⊜	?	♨	◷	☉
50	-25	0	25	-50	0	0	0	25	0	25	-25	25	0	0	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Triple Attack, Mage Masher, Swordbreaker, HP+, Strength+, Accuracy+, Critical+, Blaze Spikes, Blank Space	Remedy	The Crystal Tower	Once per battle: reduce HP; requires a bihydra prism

TRANSFIGURATIONS

Trihyde (reach level 42 or higher), Bihydra

DESCRIPTION: A dragon-like Mirage with three heads, each of which spits a different type of flame. Its name is *not*, in fact, short for Greg the Huge Industrially Designed Roasting Apparatus, but you can call it Greg if you want. Somebody break out the marshmallows! Greg's here!



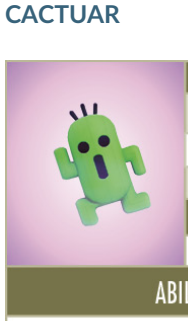
Mirage Manual

Imprismable Mirages Part 3

CACTUAR

Masteries: Watera, Tickle, Evasion+++, HP+++, Ice Resistance++, Resist Sleep

CACTUAR



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
136	4	14	14	14	14	28	S	1	2	3	3	3	3	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
-25	-25	0	0	25	25	0	0	0	25	25	25	0	25	-50	-25

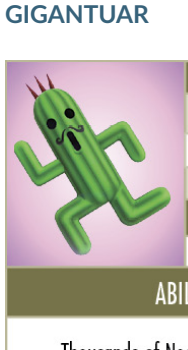
ABILITIES	DROPS	HABITAT	PRISMTUNITY
1,000 Needles, Strength+, Agility+, Agility+, Accuracy+, Accuracy+, Evasion+, Evasion+, Unstacked Evasion+, Needle Thrift, Flee, Stroll, Blank Space	Remedy, Elixir	The Phantom Sands, The Coliseum	Inflict Slow; requires a cactuar prism

TRANSFIGURATIONS

Gigantuar (reach level 25 or higher), Cactrot

DESCRIPTION: A Mirage with a truly astounding ability to evade attacks. Its jerky movements may lead you to think that our animators are lazy, or that your frame rate has taken a sudden dive, but we can assure you that there is nothing wrong with us or your hardware, thank you.

GIGANTUAR



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
185	4	13	13	13	14	25	L	5	5	2	2	2	3	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
-25	-25	0	0	25	25	0	0	0	25	25	25	0	25	-50	-25

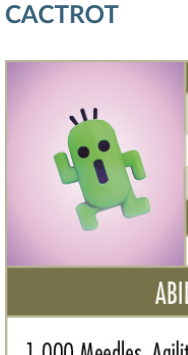
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thousands of Needles, HP+, HP++, HP++, Strength+, Strength+, Accuracy+, Evasion+, Needle Thrift, Needle Thrift, Photosynthesis, Gilfinder, Blank Space	Remedy+, Elixir	Mako Reactor 0	Land a critical hit; requires a cactuar prism

TRANSFIGURATIONS

Cactuar, Gigantrot (obtain a gigantrot memento)

DESCRIPTION: A huge cactuar with a dignified mustache. Looks great in a top hat and monocle. Visualize the cactus on your desk growing this big. Okay, now visualize it with a mustache. Now smile.

CACTROT



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
139	4	14	14	14	14	28	S	1	2	3	3	3	3	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
-25	-25	0	0	25	25	0	0	0	25	25	25	0	25	-50	-25

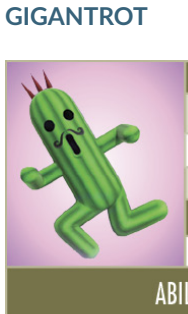
ABILITIES	DROPS	HABITAT	PRISMTUNITY
1,000 Meedles, Agility+, Agility+, Evasion+, Evasion+, Critical+, Unstacked Evasion+, Extra Needles, Extra Needles, Extra Needles, Flee, Stroll, Blank Space	Remedy, Elixir	Pyreglow Forest	Once per battle: reduce HP; requires a cactrot prism

TRANSFIGURATIONS

Cactuar, Gigantrot (reach level 23 or higher)

DESCRIPTION: A cactuar relative that's quick to make a run for it. Chances are it'll zip away before you imprism it. Oh, and never fear. It's not rotting, it's trotting (at high speed).

GIGANTROT



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
187	4	13	12	14	14	26	L	5	5	2	1	3	3	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
-25	-25	0	0	25	25	0	0	0	25	25	25	0	25	-50	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thousands of Needles, HP+, HP++, Strength+, Strength++, Defense+, Agility+, Critical+, Extra Needles, Extra Needles, Photosynthesis, Treasure Hunter, Blank Space	Remedy+, Elixir	Mako Reactor 0	Bestow Haste; requires a cactrot prism

TRANSFIGURATIONS

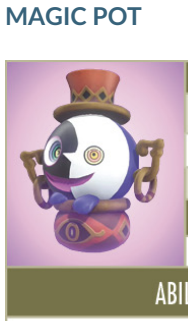
Gigantuar (obtain a gigantuar memento), Cactrot

DESCRIPTION: A stylish cactrot with an even more stylish 'stache. Its needles are razor sharp. Everyone knows the plural of cactus is cacti, but what's the plural of gigantrot? Gigantrotti? It sounds a little like a secret organization, doesn't it?

MIMIC

Masteries: Blizzara, Subdue, Enhanced Cure, Defense+++, Light Resistance++, Resist Poison

MAGIC POT



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
141	4	13	13	17	16	23	S	1	2	2	2	5	4	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
25	25	25	25	25	25	25	-175	25	0	25	-50	-25	25	-50	25

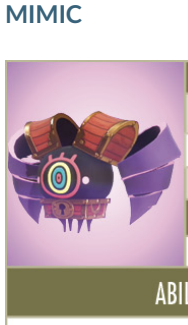
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Curaga, Libra, Balance, HP+, Accuracy+, Gimme an elixir!, Last Stand, Vigilance, Blank Space	Hi-Potion, Elixir	Big Bridge	Give an elixir; requires a magic pot prism

TRANSFIGURATIONS

Mimic (reach level 17 or higher), Magic Jar (obtain a magic jar memento)

DESCRIPTION: Rumor has it that something nice will happen if you give this potted pal an elixir. Keep your ears open! Also, are those tongues or paws sticking out of there? How deeply unsettling.

MIMIC



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
162	4	13	13	16	17	22	M	5	4	2	2	4	5	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
0	0	0	0	0	0	0	0	25	0	25	-50	-25	25	-50	25

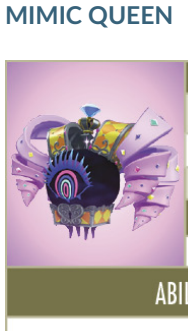
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Death, Protect, Arcane Counterstance, Armor Piercer, No Escape, Counter, First Strike, Blank Space	Elixir, Lightning Marble	Saronia Docks	Once per battle: reduce HP; requires a magic pot prism

TRANSFIGURATIONS

Magic Pot, Mimic Queen (obtain a mimic queen memento), Mimic Jackpot (reach level 22 or higher)

DESCRIPTION: A Mirage disguised as a treasure chest to surprise unwary treasure hunters. There's no escaping one in battle. The poor thing has developed serious identity issues, but hey, that's the job. Also, let's make it official: this mimic has no relation to that *other* famous mimic in our game lineup.

MIMIC QUEEN



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
176	4	12	12	17	16	21	L	6	5	1	2	4	4	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
0	0	50	0	0	0	-50	0	25	0	25	-50	-25	25	-50	25

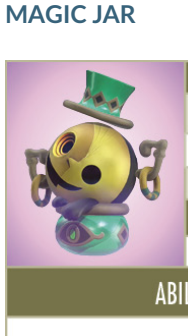
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thunderbolt, Gaze, Miraculous Drill, HP++, Strength+, Strength+, Defense+, Magic Defense+, Counter, Blank Space	–	–	–

TRANSFIGURATIONS

Mimic

DESCRIPTION: This opulent mimic miss is covered with expensive-looking gems. If there's a mimic queen, where's the mimic king? Hey, that's what *she* wants to know!

MAGIC JAR



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
138	4	13	14	17	16	23	S	1	2	2	3	4	4	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
50	50	50	50	50	50	-150	-150	25	0	25	-50	-25	25	-50	25

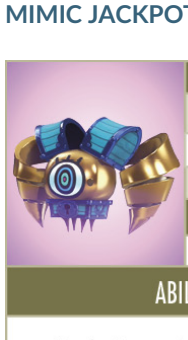
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Syphon, Reflect, Balance, HP+, Defense+, Defense+, Magic+, Magic Defense+, Accuracy+, SOS Ribbon, Gimme an elixir!, Gilfinder, Blank Space	Elixir, Megalixir	Pyreglow Forest	Give it an Elixir; requires a magic jar prism

TRANSFIGURATIONS

Magic Pot (reach level 28 or higher), Mimic Jackpot (reach level 22 or higher)

DESCRIPTION: This crazy crockery excels at support, but its attacks leave something to be desired. Untrue fact: the creators agonized for years over what to call the magic pot's successor: the magic casserole dish, the magic dutch oven… Ultimately, "jar" turned out to be the least… er, jarring.

MIMIC JACKPOT



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
181	4	12	13	18	17	16	M	5	5	1	2	5	5	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
0	0	0	0	0	0	0	0	25	0	25	-50	-25	25	-50	25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Death, Protect, Armor Piercer, HP++, Strength++, Defense+, Magic+, Magic Defense+, Accuracy+, Critical+, No Escape, Counter, Treasure Hunter, Blank Space	Hi-Ether, Elixir	–	Once per battle: reduce HP; requires a magic jar prism

TRANSFIGURATIONS

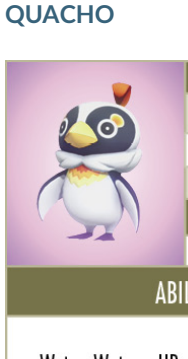
Magic Jar, Mimic (reach level 8 or higher)

DESCRIPTION: This mimic relative gleams and glitters in the light. Its pigtails are actually extendable drills. Considering its faux chest-bits are made of solid gold, you could probably cash it in for more than whatever else you thought was inside… *But mimics have feelings. They aren't yours to sell!*—Mimic Civil Liberties Union

QUACHO

Masteries: Banishra, Double Smash, Unstacked Evasion+, Magic Defense+++, Thunder Resistance++, Resist Sleep

QUACHO



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
166	4	12	13	12	17	28	S	2	4	2	2	1	4	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
0	25	-50	0	50	0	25	-50	-25	-25	0	25	25	25	25	-25

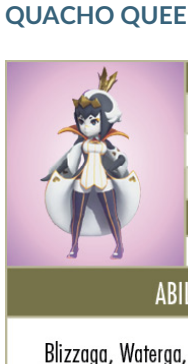
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Water, Watera, HP+, Strength+, Magic+, Magic+, Magic Defense+, Agility+, Evasion+, Rage Bomber, Stroll, Blank Space	Pick-Me-Up, Wobblestopper	The Sunken Temple, The Coliseum	Restore HP; requires a quacho prism

TRANSFIGURATIONS

Quacho Queen (obtain a quacho queen memento), Quachacho

DESCRIPTION: A penguin-like Mirage. Specializes in water magic and counterattacks. Oh, and if you've been wondering, it's named after its cry, and not crying its name.

QUACHO QUEEN



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
151	4	13	16	12	17	24	L	5	3	2	4	1	5	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
0	25	-50	0	50	0	25	-25	-25	-25	25	0	25	25	25	-25

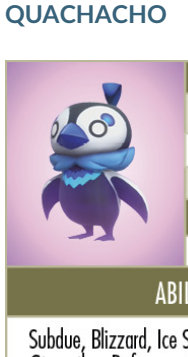
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blizzaga, Waterga, Cura, Sweet Breath, HP+, Defense+, Magic+, Magic++, Magic Defense++, Agility+, Accuracy+, Enhanced Curse, Extreme Bomber, Blank Space	–	The Coliseum	Restore HP; requires a quacho prism

TRANSFIGURATIONS

Quacho

DESCRIPTION: A ruler who aspires to greatness, but falls apart in the presence of human males. There is no quacho king. She's a bit arrogant, and rarely addresses people in the second person, but try not to hold it against her.

QUACHACHO



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
125	4	16	13	13	17	26	S	2	1	4	2	2	5	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
-75	50	0	0	25	0	25	-25	-25	-25	25	0	25	25	25	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Subdue, Blizzard, Ice Storm, Yawn, HP+, HP+, Strength+, Defense+, Magic+, Magic+, Magic Defense+, Agility+, Accuracy+, Evasion+, Critical+, Enhanced Ice, Induration, Chill, Stroll, Blank Space, Blank Space	Hi-Potion, Wobblestopper	Icicle Ridge, Sunken Temple	Restore HP; requires a quachacho prism

TRANSFIGURATIONS

Quacho (reach level 32 or higher)

DESCRIPTION: An inhabitant of colder areas that can target an area and put enemies inside it to sleep. And once they are… the true quaching begins. Has a secret quacho cry not audible to human ears.

TONBERRY

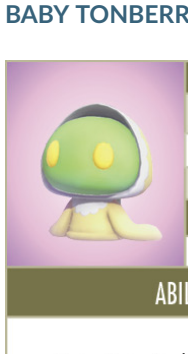
Masteries: Blaze, Focus, SOS Regen, HP+++, Thunder Resistance+++, Resist Poison

THE GRUDGE

Grudge spells are a time-honored Final Fantasy tradition, and they work a bit differently in every game. In World of Final Fantasy, the Grudge abilities inflict Dark damage equal to 30% of the damage that its user's side has taken during a given encounter. Petty Grudge hits a single target, while Everyone's Grudge deals the same amount of damage to every unit on the enemy team.

In other words, they hit for almost nothing if you use them early on, but towards the end of a hard-fought battle, Grudge spells can be some of the biggest attacks in your arsenal.

BABY TONBERRY



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
119	4	13	14	17	17	24	S	2	1	2	3	4	4	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
0	0	-50	0	50	0	-25	25	25	-25	0	25	0	25	0	-25

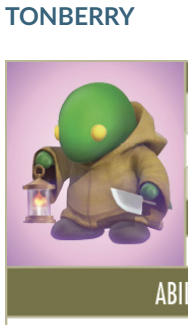
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Water, Petty Grudge, HP+, Defense+, Defense+, Accuracy+, Enhanced Criticals, Stroll, Blank Space	Remedy, Wobblestopper	Big Bridge, Sunken Temple	Physical attacks; requires a baby tonberry prism

TRANSFIGURATIONS

Tonberry (reach level 22 or higher), Baby Paleberry (reach level 8 or higher)

DESCRIPTION: Baby or not, this tonberry has it out for you. Watch out for that Petty Grudge. Listen kid, we don't know where you got that, but put it down. Knives aren't toys.

TONBERRY



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
138	4	13	13	17	17	23	M	4	2	2	2	4	4	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
0	0	-50	0	50	0	-25	25	25	-25	0	25	0	25	0	-25

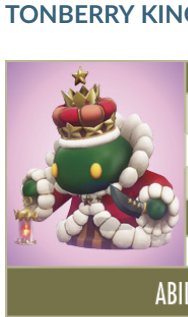
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Bravery, Knife, Strength+, Accuracy+, Critical+, Critical+, Pharmacology, Enhanced Criticals, Blank Space	Remedy	The Sunken Temple, The Coliseum	Deal a lot of damage to it at once (thunder attacks); requires a baby tonberry prism

TRANSFIGURATIONS

Baby Tonberry, Paleberry (reach level 32 or higher), Tonberry King (obtain a tonberry king memento)

DESCRIPTION: A Mirage that wields a lantern in one hand and a knife in the other. Seriously dangerous if you let them shuffle too close, so consider this your official warning. Fun fact: the lantern is only there so *you* can see *them*.

TONBERRY KING



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
146	4	13	13	17	16	22	L	6	3	2	2	4	4	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
0	0	-50	0	50	0	-50	50	25	-25	0	25	0	25	0	-25

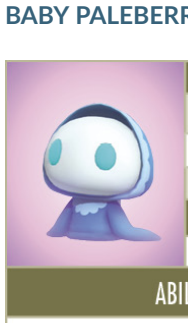
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Watera, Everyone's Grudge, HP++, Strength++, Defense+, Agility+, Critical++, Enhanced Criticals, Critical AP Hike, Blank Space	–	The Coliseum	Once per battle: reduce HP; requires a baby tonberry prism

TRANSFIGURATIONS

Tonberry, Paleberry King (obtain a paleberry king memento)

DESCRIPTION: A tonberry king's knife is brutal, and with his Everyone's Grudge ability he can exact revenge for fallen friends. Despite that toasty-warm outfit, he hates the heat. Still, he knows how to green and bear it.

BABY PALEBERRY



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
167	4	12	13	16	16	23	S	2	4	2	2	4	4	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
-50	50	0	0	0	0	25	-25	25	-25	0	25	0	25	0	-25

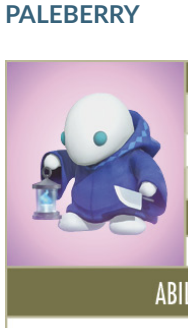
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blizzard, Petty Grudge, Banish, HP+, Magic+, Magic Defense+, Strategic AP Hike, Stroll, Blank Space	Potion, Wobblestopper	Icicle Ridge	Physical attacks; requires a baby paleberry prism

TRANSFIGURATIONS

Baby Tonberry (reach level 25 or higher), Paleberry (reach level 21 or higher)

DESCRIPTION: A wielder of light and ice magic. These guys have the same Petty Grudge as their cousins. They're not berries covered in yogurt…although it's admittedly hard to unsee once that's in your head.

PALEBERRY



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
168	4	12	12	17	16	23	M	4	4	1	1	4	4	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
-50	50	0	0	0	0	25	-25	25	-25	0	25	0	25	0	-25

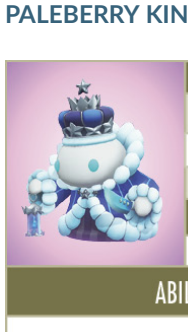
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Knife, Banishra, Defense+, Magic+, Accuracy+, Accuracy+, Critical+, Enhanced Light, Blank Space	Remedy	The Crystal Tower, The Coliseum	Light attacks; requires a baby paleberry prism

TRANSFIGURATIONS

Baby Paleberry, Tonberry (reach level 32 or higher), Paleberry King (reach level 43 or higher)

DESCRIPTION: A white blight that wields fearsome light magic and an even fearsomer knife. Rumor has it that under the robe is a T-shirt that reads: "I'm Not Pale, I'm Pigmentally Challenged."

PALEBERRY KING



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
172	4	12	13	16	16	21	L	6	4	2	2	4	4	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
-50	50	0	0	0	0	50	-50	25	-25	0	25	0	25	0	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blizzara, Holy, Everyone's Grudge, HP+, Strength++, Magic+, Magic++, Critical+, Light Converter, Blank Space	Ice Spellstone	The Chainroad	Land a critical hit; requires a baby paleberry prism

TRANSFIGURATIONS

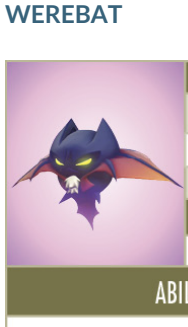
Paleberry, Tonberry King (obtain a tonberry king memento)

DESCRIPTION: A king among paleberries, he brings to battle formidable light magic and special abilities. Note: that crown isn't silver; it's platinum. The berry-conomy must be doing well.

VAMPIRE

Masteries: Thundara, Dispel, Evasion+++, Magic+++, Light Resistance++, Resist Berserk

WEREBAT



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
103	4	14	17	13	14	31	S	1	1	2	5	2	3	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
0	0	0	25	-25	0	-50	50	0	-50	-25	0	0	25	0	25

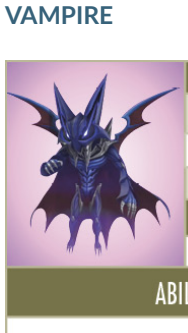
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Ultrasonics, Leech, Magic+, Agility+, Evasion+, Evasion+, Unstacked Evasion+, Evade & Counter, Blank Space	Turbo Ether, Hi-Potion	Mako Reactor 0, The Train Graveyard	Inflict Blindness; requires a werebat prism

TRANSFIGURATIONS

Vampire (reach level 16 or higher), Ice Bat

DESCRIPTION: A Mirage that flaps around on a set of tiny little wings. Attempts to suck blood when it runs low on health—but hey, haven't we all been there? Swing this bat all you want; you won't get a home run.

VAMPIRE



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
119	4	16	13	16	17	22	M	4	1	4	2	4	5	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
0	0	0	25	-25	0	-50	50	0	0	-25	0	0	25	-50	25

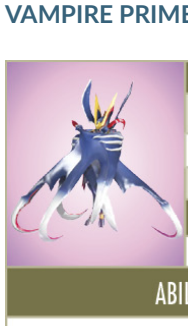
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Punch, Bloodfang, Absorb-MAG, HP+, Strength+, Defense+, Magic Defense+, Evasion+, Blank Space	Remedy, Remedy+	The Train Graveyard, The Coliseum	Dark attacks; requires a werebat prism

TRANSFIGURATIONS

Werebat, Vampire Prime (obtain a vampire prime memento), Demivampire (reach level 28 or higher)

DESCRIPTION: A Mirage with sharp fangs that don't just suck blood; they drip venom too. One great reason to never get bitten by a vampire is because you'll end up looking like *this*. Fakes a heavy Transylvanian accent. Also, sparkles when no one is looking.

VAMPIRE PRIME



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
129	4	15	15	15	15		24	L	2	3	3	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
0	0	0	25	-25	0	-50	50	0	0	-25	0	0	25	-50	25

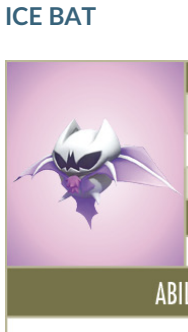
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Berserk, Dark Mysteries, Sleep, HP++, Magic++, Evasion+, No Escape, Draintouch, Revivify, Blank Space	–	The Coliseum	Light attacks; requires a werebat prism

TRANSFIGURATIONS

Vampire

DESCRIPTION: The bitee's biter's biter. In other words, the nosferatu who first nibbled on a non-feratu. Legend has it that he's immortal, invincible, invulnerable, incorrigible, indigestible… A whole lot of "ins." He's not the First Vampire Ever—we know that distinction is taken—but he's still bad news.

ICE BAT



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
135	4	13	17	14	14	27	S	1	2	2	4	2	2	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
-50	50	0	0	0	0	-50	50	0	-50	-25	0	0	25	0	25

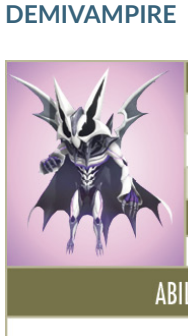
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blizzard, Drain, Ultrasonics, HP+, Strength+, Magic+, Magic+, Agility+, Evasion+, Evasion+, Third Eye, Unstacked Evasion+, Blank Space	Wobblestopper, Hi-Potion	Icicle Ridge, Train Graveyard	Inflict Blindness; requires an ice bat prism

TRANSFIGURATIONS

Demivampire (reach level 15 or higher), Werebat (reach level 22 or higher)

DESCRIPTION: A Mirage that lives in cold climates. Wields ice magic in addition to its vampiric powers. Did you notice the bat-shaped patch there on its face? It's a bat within a bat! *Batception!* Don't attempt a home run with *this* bat, or you might just shatter it.

DEMIVAMPIRE



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
133	4	16	13	16	17	21	M	4	2	4	2	4	4	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
-50	50	0	0	0	0	-50	50	0	0	-25	0	0	25	-50	25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blizzara, Syphon, Punch, Absorb-PHY, HP++, Strength+, Defense+, Magic++, Magic Defense+, Evasion++, Critical+, Dread Spikes, Blank Space	Solid Frigicite, X-Potion	The Train Graveyard, Castle Exnine	Reflect magic back at it; requires a ice bat prism

TRANSFIGURATIONS

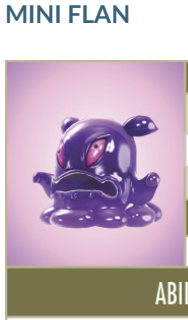
Ice Bat, Vampire (reach level 28 or higher)

DESCRIPTION: An icy vampire lord. Has the ability to absorb life from those foolish enough to attack it. So wait… "Demi" means "half," right? Which half is vampire? Shh, it's a secret.

FLAN

Masteries: Banishra, Fira, Oblivion Counter, Magic+++, Thunder Resistance++, Resist Berserk

MINI FLAN



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
136	4	15	15	22	7	26	S	3	2	3	3	5	1	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
-50	50	0	0	0	0	0	0	25	-25	0	25	0	25	0	-25

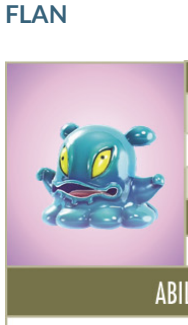
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Water, Sticky Goo, Balance, Defense+, Magic+, Magic Defense+, Agility+, Gelatinous Body, Blank Space	Gold Hourglass, Ether	Saronia Docks, The Windswept Mire	Physical attacks; requires a mini flan prism

TRANSFIGURATIONS

Flan (reach level 18 or higher)

DESCRIPTION: A wobbly little pudding creature with a high capacity for physical pain. Cover its face with a napkin, toss a little caramel on it, and you have yourself an appetizing treat. The actual flavor, however…

FLAN



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
147	4	15	15	22	7	24	M	5	3	3	3	5	1	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
0	0	-50	0	50	0	0	0	25	-25	0	25	0	25	0	-25

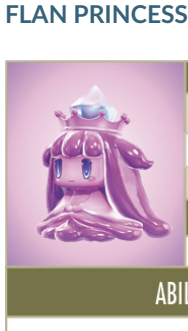
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thunder, Aero, Bile, HP+, Strength+, Magic+, Resist Stun, Joyride, Blank Space	Potion	The Windswept Mire	Physical attacks; requires a mini flan prism

TRANSFIGURATIONS

Mini Flan, Flan Princess (obtain a flan princess memento)

DESCRIPTION: Highly resistant to physical damage, so magic is your best bet. What flavor is a turquoise flan, anyway? This thing looks like it's packed with artificial pigments and preservatives.

FLAN PRINCESS



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
147	4	15	15	22	7	24	M	5	3	3	3	5	1	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
50	0	0	0	-50	0	0	0	0	-25	-25	-25	25	25	-25	25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blizzara, Cura, Dark, Dance With Me!, HP+, Defense+, Magic++, Magic Defense+, Celestriad, Blank Space	Elixir	The Windswept Mire	Face the Mirage with only one party member; requires a mini flan prism. In order to imprism a Flan Princess, you must face her with only a single conscious member of your team, which will naturally have to be a Mirage Keeper.

TRANSFIGURATIONS

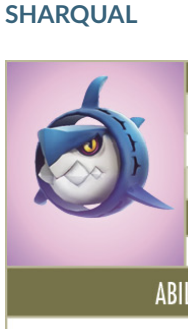
Flan

DESCRIPTION: Her royal flanliness. She loves to dance, but her moves are more jiggle than wiggle. All the same, they can put you in hot water if you let yourself be captivated. By the way, how do you like her new makeover?

BISMARCK

Masteries: Abyss, Vertical Cleave, Critical+++, Strength+++, Thunder Resistance++, Resist Blindness

SHARQUAL



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
125	4	16	13	13	17	27	M	4	1	4	2	2	4	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
25	0	-50	-25	50	0	0	0	0	25	-50	25	0	-25	25	0

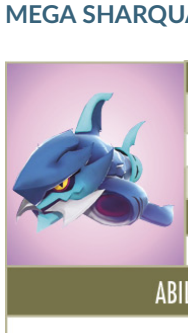
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Water, Waterspout, Strength+, Strength+, Accuracy+, Critical+, Assault, Joyride, Blank Space	Fish Scale, Hi-Potion	Saronia Docks, The Sunken Temple	Fire attacks; requires a sharqual prism

TRANSFIGURATIONS

Mega Sharqual (reach level 20 or higher), Nightsqual (reach level 30 or higher)

DESCRIPTION: An aquatic Mirage with a short temper that regularly attacks swimmers. Plans to one day star in its own movie, *Chomper 2: The Sharqual.* There is no part one.

MEGA SHARQUAL



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
168	4	16	12	13	14	25	L	7	4	4	1	2	3	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
25	0	-50	-25	50	0	0	0	0	25	-50	25	0	-25	25	0

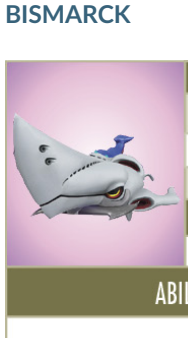
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Watera, Hydrotwister, HP++, Strength++, Critical+, Critical+, Enhanced Criticals, Reteethe, Blank Space	X-Potion, Phoenix Pinion	The Low Seas, The Coliseum	Deal a lot of damage at once (thunder attacks); requires a sharqual prism

TRANSFIGURATIONS

Sharqual, Bismarck (obtain a Bismarck memento), Mega Nightsqual (reach level 30 or higher)

DESCRIPTION: A souped-up sharqual that excels at critical attacks. Its massive fangs and frame are the stuff of nightmares. Watch out for its…megabites?

BISMARCK



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
895	4	19	13	15	16	30	XL	-	5	5	2	3	4	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
25	0	-50	-25	50	0	0	0	-25	-25	-25	100	0	25	50	50

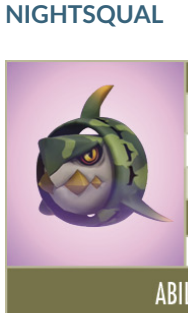
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Breach Blast, Crusher, HP++, Strength+, Defense++, Magic+, Magic Defense+, Accuracy+, Sharkskin, Blank Space	–	The Coliseum	Physical attacks; requires a sharqual prism

TRANSFIGURATIONS

Mega Sharqual

DESCRIPTION: A colossal—and yet colossally hard to find—white Mirage. "But Bismarck is supposed to be a *whale!*" you may be thinking, as you run to the nearest wiki. Well, friend, we made some adjustments.

NIGHTSQUAL



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
136	4	16	12	12	17	27	M	4	2	4	1	2	4	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
25	0	-50	0	25	0	-25	25	0	25	-50	25	0	-25	25	0

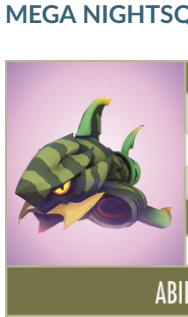
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Water, Waterspout, Dark, HP+, Strength+, Strength+, Accuracy+, Accuracy+, Evasion+, Evasion+, First Strike, Joyride, Blank Space	Dragon Scale, Hi-Potion	The Sunken Temple	Inflict Sleep; requires a nightsqual prism

TRANSFIGURATIONS

Sharqual (reach level 15 or higher), Mega Nightsqual (reach level 21 or higher)

DESCRIPTION: A sharqual in jungle camo. Watch out for those sneak attacks… Wait, hold on a second! How does jungle camouflage even work *outside the jungle?!* Talk about a fish out of water.

MEGA NIGHTSQUAL



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
168	4	16	13	12	15	25	L	7	4	4	2	1	3	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
25	0	-50	0	25	0	-25	25	0	25	-50	25	0	-25	25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Watera, Hydrotwister, Whirlpool, HP+, HP++, Strength+, Strength+, Strength+, Magic+, Agility+, Ambush, Reteethe, Blank Space	Water Spellstone, X-Potion	The Sunken Temple	Bestow Bravery; requires a nightsqual prism

TRANSFIGURATIONS

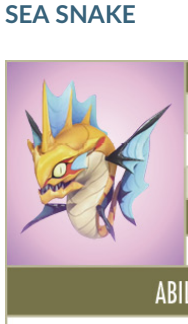
Mega Sharqual (reach level 15 or higher), Nightsqual

DESCRIPTION: A nightsqual grown to mega proportions. One might wonder why he'd even bother with camoflage when he's that big, but hey—fashion doesn't have to make sense.

LEVIATHAN

Masteries: Ice Storm, Faith, Rebound, HP+++, Ice Resistance++, Safety Bit

SEA SNAKE



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
132	4	12	16	16	17	22	M	4	2	1	4	4	5	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
0	0	-50	0	50	0	0	0	0	-25	0	0	-25	0	0	25

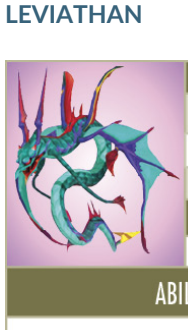
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Water, Spinning Fin, HP+, Strength+, Magic+, Magic+, Magic Defense+, Accuracy+, Evasion+, Critical+, Enhanced Water, Blank Space	Dragon Scale, Ether	The Low Seas, The Sunken Temple	Water attacks; requires a sea snake prism

TRANSFIGURATIONS

Sea Serpent (reach level 32 or higher), Leviathan (obtain a leviathan memento)

DESCRIPTION: An ophidian Mirage found along Grymoire's shores. Attacks with both water and its flippers. Sea snakes aren't exactly made for terra firma, but they manage to be mobile on land through sheer force of will.

LEVIATHAN



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
878	4	14	15	19	19	25	XL	-	5	3	3	5	5	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
25	0	-150	0	150	0	-25	0	-25	50	25	-25	75	25	-25	50

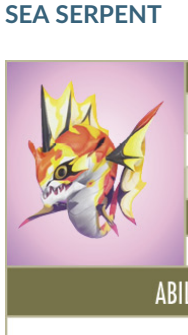
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Tidal Wave, Reaper, HP+, HP+, Strength++, Defense+, Magic++, Accuracy+, Accuracy+, Critical+, Enhanced Water, Aqua Spikes, Blank Space	–	–	–

TRANSFIGURATIONS

Elasmos (reach level 44 or higher), Sea Snake

DESCRIPTION: One of the Pleiad's seven. Even mountains bow before her mighty Tidal Wave. Bahamut frequently steals her spotlight these days. Maybe she just needs to get out of the water more?

SEA SERPENT



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
129	4	12	16	16	17	22	M	4	2	1	4	4	5	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
0	0	-50	0	50	0	0	0	-50	25	25	-50	-50	25	25	25

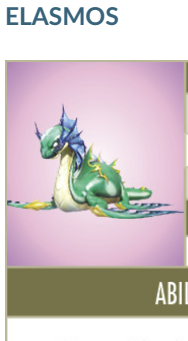
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Watera, Tsunami, HP+, Strength+, Defense+, Magic+, Magic+, Agility+, Evasion+, Antibodies, Water Converter, Blank Space	Dragon Scale, Hi-Ether	The Sunken Temple	Water attacks; requires a sea serpent prism

TRANSFIGURATIONS

Sea Snake, Elasmos (obtain an elasmos memento)

DESCRIPTION: A sea dragon that excels at water attacks and commands a powerful Tsunami ability. It even knows how to swim on land. Try doing *that* in your backyard.

ELASMOS



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
138	4	12	16	16	16	21	L	7	2	1	4	4	4	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
0	-100	50	50	50	0	0	0	0	-50	0	0	0	0	0	25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Waterga, Thunderstorm, HP+, HP+, Strength+, Strength+, Defense+, Magic+, Magic+, Magic Defense+, Accuracy+, Critical+, Enhanced Water, Blank Space	Water Spellstone, Remedy	Castle Exnine	Deal a lot of damage at once (ice attacks); requires a sea serpent prism

TRANSFIGURATIONS

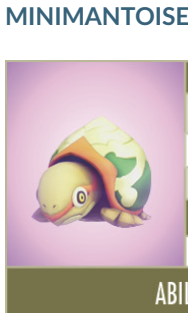
Sea Serpent, Leviathan (obtain a leviathan memento)

DESCRIPTION: Syldra's Mirage kin. Watch out when they attack all their foes at once with Thunderstorm. Apparently these monstrosities pick up various pet names depending on where they're sighted, but none of those monikers should be considered "loched" in as official.

ADAMANTOISE

Masteries: Aerora, Dispel, Entropy, Defense+++, Ice Resistance++, Resist Poison

MINIMANTOISE



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
127	4	12	14	17	18	24	S	3	1	1	2	5	5	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
25	-25	-25	0	25	0	0	0	25	0	-50	-25	-25	25	0	25

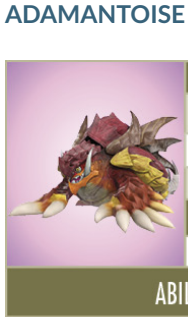
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Protect, Shell, Bask, HP+, HP+, Strength+, Defense+, Defense+, Magic+, Magic Defense+, Critical Guard, Cover, Blank Space	Phoenix Down	The Low Seas, The Coliseum	Once per battle: reduce HP; requires a minimantoise prism

TRANSFIGURATIONS

Adamantoise (obtain an adamantoise memento), Flammantoise (reach level 13 or higher)

DESCRIPTION: A Mirage that uses its hard shell to protect companions from attack. But flip these sheldons over and they will shed soft turtle tears. They're quite young, so maybe mini-*boy*-toise would be more appropriate. (…Or maybe not.)

ADAMANTOISE



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
1073	4	14	13	19	20	20	XL	-	5	3	2	5	5	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
25	-100	25	25	25	25	0	-25	50	25	-25	-25	-25	50	50	50

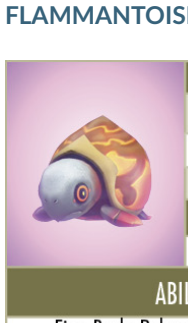
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Temblor, Pressure, HP++, Strength+, Strength+, Defense++, Magic Defense+, Magic Defense++, Accuracy+, Poison Counter, Auto-Protect, Auto-Shell, Blank Space	Phoenix Down	The Low Seas, The Coliseum	Inflict Defense ↓; requires a minimantoise prism

TRANSFIGURATIONS

Minimantoise

DESCRIPTION: Any minimantoise that lives long enough can grow this big. As you might expect, weak attacks will simply bounce off an adamantoise's incredibly hard shell. It's said they dream of learning how to fly, but pigs have a better chance.

FLAMMANTOISE



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
121	4	14	13	16	17	24	S	3	1	3	2	4	5	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
75	-50	-50	0	-50	75	0	0	25	0	-25	-25	-25	0	0	25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fire, Bask, Balance, HP+, HP+, HP+, HP+, Strength+, Defense+, Defense+, Defense+, Magic+, Magic+, Magic Defense+, Magic Defense+, Accuracy+, Accuracy+, Accuracy+, Critical+, Blaze Spikes, Blank Space, Blank Space, Blank Space	Potion, Protect Stone	Valley Seven, The Coliseum	Fire attacks; requires a flammantoise prism

TRANSFIGURATIONS

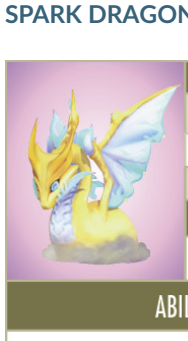
Minimantoise (reach level 10 or higher)

DESCRIPTION: A minimantoise variant that uses fire attacks. Its Bask ability allows it to heal during combat. It claims it can breathe fire underwater…but chances are it's just selling smoke.

DRAGON

Masteries: Aerora, Balance, Fire Converter, HP+++, Water Resistance++, Resist Poison

SPARK DRAGON



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
129	4	14	17	17	14	23	M	3	2	2	4	4	2	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
0	0	100	-50	0	-50	0	0	25	-25	-25	0	0	0	25	0

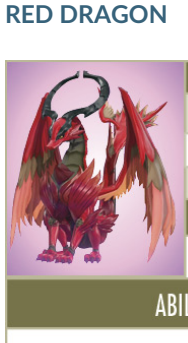
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thundara, Bravery, Shocking Breath, HP+, Strength+, Defense+, Magic+, Magic+, Evasion+, Critical+, Shock Spikes, Thunder Converter, Blank Space	Lightning Marble, Wobblestopper	The Dragon Scars, Valley Seven	Inflict status ailments (Stun or Sleep); requires a spark dragon prism

TRANSFIGURATIONS

Mist Dragon (obtain a mist dragon memento), Red Dragon (reach level 24 or higher)

DESCRIPTION: A dragon with a storm cloud for legs. Naturally, it uses thunder abilities. Wait…if you stack with it, does that mean you get to ride a dragon? Nope—it rides you!

RED DRAGON



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
170	4	16	13	16	13	21	L	6	4	4	2	4	2	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
100	-50	0	0	-50	0	0	0	25	-25	-25	0	0	0	25	0

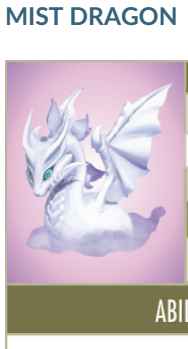
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fira, Flare Star, Red Fang, Fire Breath, HP++, Strength++, Defense+, Magic++, Accuracy+, Critical+, Blaze Spikes, Smash, Blank Space	Hi-Potion, Phoenix Down	The Dragon Scars, Valley Seven	Land a critical hit; requires a spark dragon prism

TRANSFIGURATIONS

Spark Dragon, Holy Dragon (obtain a holy dragon memento)

DESCRIPTION: A type of dragon found all throughout the Dragon Scars. It may look slim, but that's all muscle. In addition to its physical prowess, its fire is hot enough to melt anything. Of course, you have to wonder: were there legs hiding in the spark dragon's cloud all along?

MIST DRAGON



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
129	4	14	16	16	13	22	M	3	2	3	4	4	2	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
0	0	0	-50	50	0	0	0	25	-25	25	25	0	25	25	-50

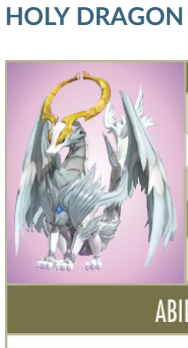
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blizzard, Aero, Gentle Mist, HP+, Strength+, Defense+, Defense+, Magic+, Magic+, Evasion+, Evasion+, Evade & Counter, Blank Space	Healing Spring	Underground Prison	Recover a lot of its lost HP at once; requires a mist dragon prism

TRANSFIGURATIONS

Holy Dragon (obtain a holy dragon memento), Spark Dragon (reach level 10 or higher)

DESCRIPTION: A dragon with a body that's half mist. So cute! Just look at that face! Who couldn't love that face? Rydia's familiar here on Grymoire is a mist dragon, and a gentle soul at that.

HOLY DRAGON



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	🪶	⟳	⊠	⚖	HP	🗡	🪄	🛡	🪶	⟳
172	4	16	12	16	13	21	L	7	4	4	1	4	2	2

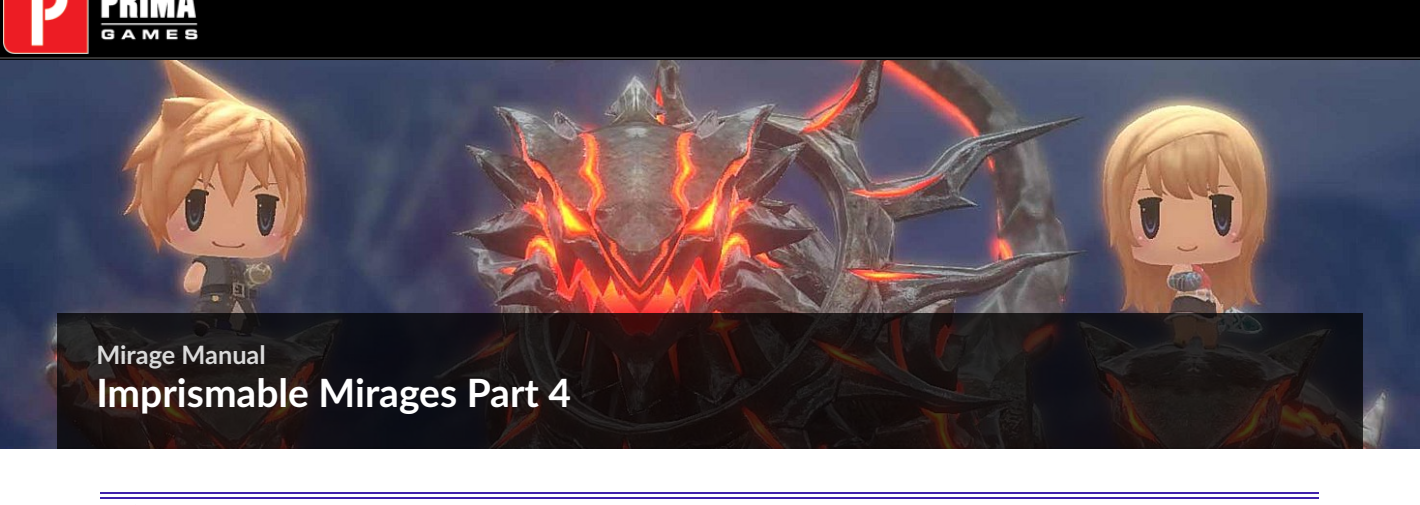
ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🍃	💧	🪨	✴	🌑	🟢	🌀	💤	◉	❓	😡	🕒	💀
0	0	0	0	0	0	50	-50	25	-25	25	25	0	25	25	-50

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Holy, Dispel, Flash, Heavenly Wrath, HP++, Strength++, Defense+, Magic+, Accuracy+, Critical+, Ailment Regen, Smash, Blank Space	Phoenix Pinion	Icicle Ridge	Light attacks; requires a mist dragon prism

TRANSFIGURATIONS

Red Dragon (reach level 10 or higher), Mist Dragon (obtain a mist dragon memento)

DESCRIPTION: An enormous, regal Mirage that is, of course, wholly dragon. It has been sighted deep in Icicle Ridge. This creature is able to cast a classic and powerful spell. (Hint: it's all in the name.)



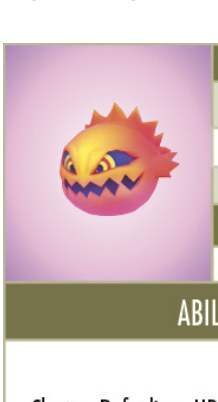
Mirage Manual

Imprismable Mirages Part 4

BOMB

Masteries: Thunderbolt, Flash, Cornered Beast, HP+++, Water Resistance++, Resist Berserk

BOMBINO



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
163	4	16	14	12	12	29	S	3	4	4	3	1	1	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
50	25	0	0	-75	0	0	0	25	-25	0	25	25	-25	25	-25

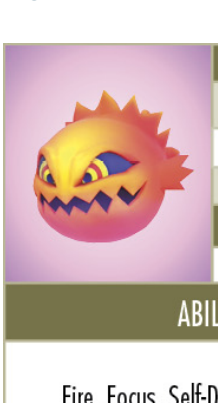
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Cluster, Refueling, HP+, Strength+, Magic+, Evasion+, SOS Regen, Stroll, Blank Space	Bomb Fragment, Bomb Core	Mako Reactor 0, Big Bridge	Inflict Confusion; requires a bombino prism

TRANSFIGURATIONS

Bomb (reach level 18 or higher)

DESCRIPTION: A Mirage most frequently found in desert areas. Don't worry; junior here won't self-destruct! Did you know that "bombino" means "small bomb" in real, actual Italian?

BOMB



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
142	4	17	14	14	14	23	M	4	2	5	3	2	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
50	25	0	0	-75	0	0	0	25	-25	0	25	25	-25	25	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fire, Focus, Self-Destruct, Strength+, Magic+, Evasion+, Enhanced Fire, Last Stand, Sizzle, Blank Space	Bomb Fragment, Bomb Core	Valley Seven, The Crystal Tower	Fire attacks; requires a bombino prism

TRANSFIGURATIONS

Bombino, King Bomb (obtain a king bomb memento)

DESCRIPTION: A classic FF baddie prone to using Self-Destruct—and neither friend nor foe is safe when it does. Watch out! Perhaps many of you have painful memories of this Mirage for one reason or another.

KING BOMB

STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
150	4	17	15	14	14	20	L	6	3	5	4	3	2	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
200	25	0	0	-75	0	0	0	25	-25	0	25	25	-25	25	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fira, Explode, HP+, HP++, Strength++, Magic+, Agility+, Fire Converter, Blank Space	—	The Coliseum	Once per battle: reduce HP; requires a bombino prism

TRANSFIGURATIONS

Bomb

DESCRIPTION: Big and strong enough to earn the moniker "king." All his friends say he's a blast. Uses Explode when defeated—which happens to be really bad news, so make sure you're prepared. Rumor has it this guy has a distant cousin called a "mom bomb." Sadly, she's sitting this story out in all but name.

PHOENIX

Masteries: Blizzara, Hypnosis, Fire Converter, HP+++, Dark Resistance++, Safety Bit

PHOENIX

STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
151	4	13	12	16	15	25	L	5	3	2	1	4	4	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
50	0	0	0	-50	0	25	-25	-25	0	-25	-25	0	0	-25	50

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fira, Raise, Blaze, Flames of Rebirth, HP+, HP+, HP+, Strength+, Defense+, Magic+, Magic+, Magic Defense+, Agility+, Agility+, Accuracy+, Evasion+, Critical+, Safety Bit, Fire Converter, SOS Regen, Blank Space, Blank Space, Blank Space	Mega Phoenix	Valley Seven	Recover a lot of HP at once; requires a phoenix prism

TRANSFIGURATIONS

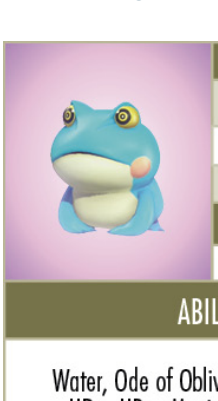
—

DESCRIPTION: A legendary firebird with miraculous regenerative powers. As you may have noticed, these Mirages' down feathers and pinions are used to create precious items. "Nothing like a little phoenix down to help you phoenix up!" said no one ever… But they should!

TOAD

Masteries: Earthquake, Throw Stone, Poison Counter, HP+++, Thunder Resistance++, Resist Confusion

WATER TOAD



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
138	4	14	14	13	16	25	S	3	2	3	3	2	4	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
0	-25	-50	0	50	0	0	25	25	25	-25	0	25	0	0	-25

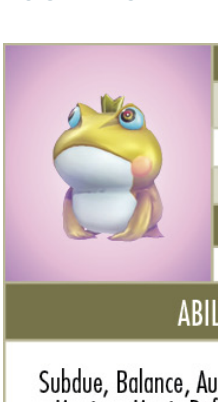
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Water, Ode of Oblivion, Mind Madrigal, HP+, HP+, Magic+, Magic+, Magic Defense+, Magic Defense+, Agility+, Endless Blessings, Stroll, Blank Space	Smelling Salts	The Windswept Mire, The Coliseum	Inflict Berserk; requires a water toad prism

TRANSFIGURATIONS

Lucky Toad (reach level 32 or higher), Wind Toad (reach level 35 or higher)

DESCRIPTION: "Ribbit ribbit," this crooner sings from the swamp—then blam! You Got Status Ailment! Wait a minute, a water toad… Doesn't that just make it a frog?

LUCKY TOAD



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
136	4	14	14	14	16	24	S	3	2	3	3	3	4	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
25	25	25	25	25	25	-175	25	25	25	-100	25	-25	25	25	0

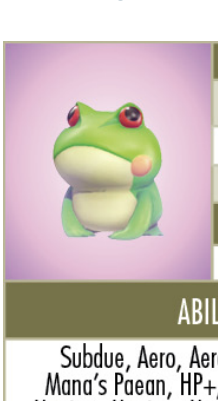
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Subdue, Balance, Auspicious Theme, HP+, Magic+, Magic Defense+, Accuracy++, Evasion+, Evasion+, Critical++, Treasure Hunter, Stroll, Blank Space	Remedy, Remedy+	The Chainroad, The Coliseum	Once per battle: reduce HP; requires a water toad prism

TRANSFIGURATIONS

Water Toad

DESCRIPTION: Anyone lucky enough to chance upon this toad will be blessed with good fortune. Unless, of course, you hate amphibians, in which case there's nothing fortunate about it at all.

WIND TOAD



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
126	4	14	14	14	17	24	S	3	1	3	3	3	4	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
0	-75	0	50	25	0	0	0	25	25	-25	0	25	0	0	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Subdue, Aero, Aerora, Haste, Lullaby, Mana's Paean, HP+, Strength+, Magic+, Magic+, Magic+, Magic Defense+, Agility+, Agility+, Accuracy+, Evasion+, Evasion+, Critical+, Enhanced Wind, Stroll, Blank Space, Blank Space, Blank Space	Smelling Salts	he Crystal Tower	Inflict Oblivion; requires a wind toad prism

TRANSFIGURATIONS

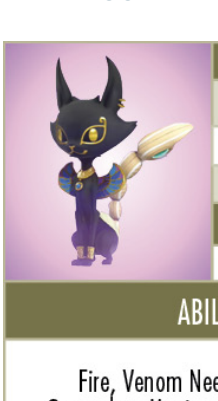
Water Toad (reach level 17 or higher)

DESCRIPTION: A toad that favors windy places. But you've already figured that much out, haven't you? These croak-and-dagger types like to lullaby prey to sleep before they strike. Every Sunday, they get together for a cappella practice, followed by burgers and french flies.

SPHINX

Masteries: Fira, Dispel, Treasure Hunter, Magic Defense+++, Water Resistance++, Resist Poison

MANTICORE



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
136	4	12	14	13	16	28	S	3	2	2	3	2	4	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
25	0	0	0	-50	25	0	0	50	25	-25	-25	-25	0	-50	25

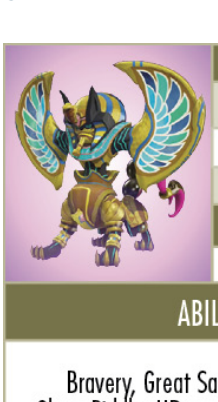
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fire, Venom Needle, Tickle, HP+, Strength+, Magic+, Agility+, Accuracy+, Accuracy+, Evasion+, Critical+, Anaphylaxis, Blank Space	Remedy	The Chainroad	Inflict Poison; requires a manticore prism

TRANSFIGURATIONS

Sandicore (reach level 19 or higher), Sphinx (obtain a sphinx memento)

DESCRIPTION: It may look like a cat, but what feline has a poisonous scorpion tail? This one. Now, manticores are usually more lionlike, but this is Grymoire. And here, cats get around.

SPHINX



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
182	4	12	14	12	16	25	L	7	5	1	3	1	4	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
25	0	0	0	-50	25	25	-25	25	50	-25	0	-50	0	0	0

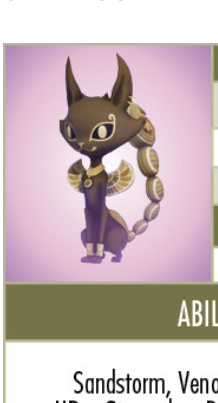
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Bravery, Great Sandstorm, Guardian Glow, Riddle, HP++, Strength+, Defense+, Magic++, Magic Defense++, Accuracy+, Stabilizer, Cover, Blank Space	Phoenix Down	The Phantom Sands	Deal a lot of damage at once (water attacks); requires a manticore prism

TRANSFIGURATIONS

Manticore, Memecoleous (reach level 19 or higher)

DESCRIPTION: Also known as the guardian of the desert, this Mirage skillfully wields both earth and enhancement magic. Lately, the sphinxes have gotten bored of just riddles, so they've been doing a lot of sudoku.

SANDICORE



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
167	4	11	11	17	17	25	S	3	4	1	1	4	4	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
25	0	0	-25	-50	50	0	0	50	25	-25	-25	-25	0	-50	25

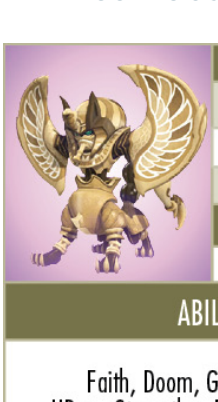
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Sandstorm, Venom Needle, Tickle, HP+, Strength+, Defense+, Defense+, Magic+, Agility+, Agility+, Evasion+, Arenaceous Body, Blank Space	Antidote	The Phantom Sands, The Coliseum	Once per battle: last Mirage standing; requires a sandicore prism

TRANSFIGURATIONS

Manticore (reach level 42 or higher), Memecoleous (reach level 25 or higher)

DESCRIPTION: This is one gritty kitty—it almost looks like it's made of sand. Sandicores can sometimes neutralize physical attacks, so run through your options before you swing. Doesn't require a sandbox, litter box, or any other kind of box.

MEMECOLEOUS



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
189	4	11	11	17	17	21	L	7	5	1	1	4	4	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
25	0	0	-25	-50	50	0	0	25	50	-25	0	-50	0	0	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Faith, Doom, Great Sandstorm, HP++, Strength+, Defense++, Magic+, Magic+, Accuracy++, Critical+, Pharmacology, Stabilizer, Blank Space	Eye Drops, Hi-Potion	The Phantom Sands	Inflict Poison; requires a sandicore prism

TRANSFIGURATIONS

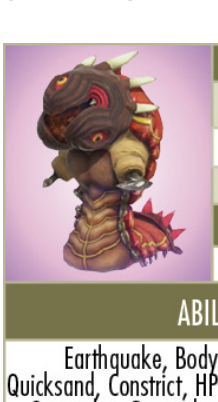
Sandicore, Sphinx (obtain a sphinx memento)

DESCRIPTION: A Mirage that has slowly turned to sand over time. Not a meme, but possibly meme-worthy. After a memecoleous uses its Doom ability and starts the countdown, your turns are numbered. So remember: never, ever invite one of these to a New Year's Eve party.

WORM

Masteries: Ice Storm, Drain, Enhanced Attack, HP+++, Thunder Resistance++, Resist Slow

SAND WORM



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
162	4	14	14	17	18	15	L	7	4	2	2	4	5	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
0	-25	25	-25	-50	75	0	0	25	0	0	0	-25	25	25	-25

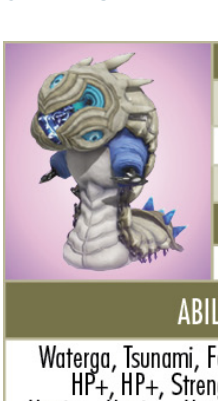
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Earthquake, Body Slam, Sandstorm, Quicksand, Constrict, HP+, HP+, HP+, Strength+, Strength+, Strength+, Defense+, Defense+, Magic+, Magic Defense+, Accuracy+, Evasion+, Critical+, SOS Conserve AP, Gravity Counter, Blank Space, Blank Space, Blank Space	Gaia Drum, Earth Hammer	The Phantom Sands, The Crystal Tower	Land a counterattack; requires a sand worm prism

TRANSFIGURATIONS

Sea Worm (reach level 32 or higher)

DESCRIPTION: A Mirage found in desserts. Attacks with chocolate syrup and—Hold on. Sorry. Correction: this is a desert Mirage that uses *earth* attacks that leverage its massive frame. Of course, technically, that means it does still specialize in "rocky road."

SEA WORM



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
162	4	15	15	15	14	22	L	7	4	3	3	3	3	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
25	0	-100	0	75	0	0	0	25	0	0	0	-25	25	25	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Waterga, Tsunami, Focus, Whirlpool, HP+, HP+, HP+, Strength++, Defense+, Magic+, Magic+, Magic++, Magic Defense+, Agility+, Agility+, Accuracy+, Evasion+, Critical+, Enhanced Water, Gravity Counter, Blank Space, Blank Space, Blank Space	Water Spellstone, Tranquilizer	The Sunken Temple, The Crystal Tower	Once per battle: reduce HP; requires a sea worm prism

TRANSFIGURATIONS

Sand Worm (reach level 19 or higher)

DESCRIPTION: A marine menace that lurks near Grymoire's shores. Some say that it looks as graceful as an angel when it swims…but we prefer to describe it as a nightmarish sock puppet with teeth. Also, cancel this thing's gym membership *right now*.

MAGITEK ARMOR

Masteries: Thundara, Double Smash, Auto-Hi-Potion, Magic+++, Thunder Resistance++, Safety Bit

SEARCHER

STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
104	4	14	17	12	15	32	S	2	1	2	5	1	3	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
25	25	-50	25	-50	25	0	0	0	0	0	0	0	0	0	0

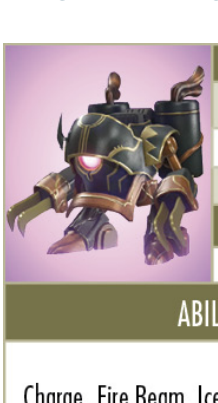
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fire, Cure, Libra, Faith, Balance, Pattern Analysis, First Strike, Zap, Stroll, Blank Space	Hi-Potion, Electro Marble	Underground Prison, Mako Reactor 0	Physical attacks; requires an eldbox

TRANSFIGURATIONS

Magitek Armor (reach level 15 or higher), Security Eye (reach level 42 or higher), Death Searcher (reach level 44 or higher)

DESCRIPTION: A hovering eyeball that patrols its surroundings, looking for suspicious activity. Has been issued a license to search, not to kill…but that doesn't stop it from trying.

MAGITEK ARMOR



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
145	4	13	18	14	17	19	L	6	3	2	5	2	4	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
25	25	-50	25	-50	25	0	0	0	0	0	0	0	0	0	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Charge, Fire Beam, Ice Beam, Magic+, Magic Defense+, Accuracy+, Critical Guard, Magitek Circuitry, Joyride, Blank Space	Potion, Hi-Potion	Underground Prison, Mako Reactor 0	Once per battle: reduce HP; requires an eldbox

TRANSFIGURATIONS

Magitek Armor A (reach level 44 or higher), Searcher, Death Machine (reach level 29 or higher)

DESCRIPTION: A mechanized suit of armor crafted by fusing technology and magic into one totally cool chassis. An epic tale begins with three of these marching through the snow…

DEATH MACHINE

STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
131	4	18	13	18	14	19	L	7	2	5	2	5	2	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
25	25	-50	25	-50	25	0	0	0	-25	0	0	-25	0	0	25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Body Slam, Full Output, HP++, Strength++, Magic++, Assault, Battery Powered, Retaliatory Missile, Blank Space	Hi-Potion, Lightning Marble	Mako Reactor 0, The Coliseum	Land a critical hit; requires an eldbox

TRANSFIGURATIONS

Magitek Armor, War Machine (obtain a war machine memento)

DESCRIPTION: A fearsome engine of destruction equipped with a full complement of deadly weaponry, fortified defenses… and an itchy trigger finger. It's bad news in close quarters *and* at range. All attempts to redesign it for batting practice have, shall we say, struck out.

SECURITY EYE

STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
128	4	13	16	12	17	26	S	2	2	2	4	1	5	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
0	25	-25	25	-25	0	0	0	0	0	0	0	0	0	0	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blizzard, Libra, Bravery, Upgrade, Magic+, Hi-Speed Op, Vigilance, Zap, Stroll, Blank Space	Lightning Marble	The Chainroad	Once per battle: last Mirage standing; requires an eldbox

TRANSFIGURATIONS

Searcher (reach level 22 or higher), Magitek Armor A (reach level 14 or higher), Death Searcher (reach level 44 or higher)

DESCRIPTION: This floating ball of justice circles the skies, keeping an eye out for any suspicious activity below. After many years working for public security, it's now aiming to become a private eye.

MAGITEK ARMOR A

STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
146	4	13	17	14	17	21	L	6	3	2	4	2	4	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
0	25	-25	25	-25	0	0	0	0	0	0	0	0	0	0	0

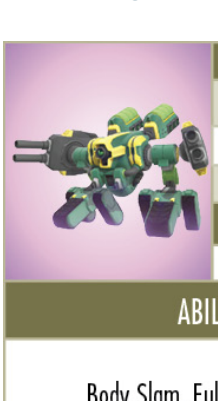
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Charge, Metal Cutter, Thunder Beam, Ice Beam, Strength+, Magic+, Anti-Magic Coating, Stabilizer, Joyride, Blank Space	Turbo Ether	Castle Exnine	Deal a lot of damage at once (thunder/water); requires an eldbox

TRANSFIGURATIONS

Magitek Armor (reach level 22 or higher), Security Eye, War Machine (obtain a war machine memento)

DESCRIPTION: An amalgam of magic and technology, this magical machine has been modded for extra physical firepower… and a 4.0 grade point average.

WAR MACHINE



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
147	4	16	13	16	13	24	L	7	3	4	2	4	2	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
0	25	-25	25	-25	0	0	0	0	0	0	0	0	0	0	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Body Slam, Full Output, HP++, Strength++, Magic++, Assault, Battery Powered, Retaliatory Missile, Blank Space	—	The Coliseum	Land a critical hit; requires an eldbox

TRANSFIGURATIONS

Death Machine, Magitek Armor A

DESCRIPTION: A Cogna armed to the bolts with a devastating array of powerful weaponry. Not to be confused with the "wark machine," which is another name for a very loud chocobo.

DEATH SEARCHER

STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
109	4	13	17	13	18	27	S	2	1	2	5	2	5	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
25	25	-50	25	-50	25	0	0	-25	0	-25	0	0	0	0	25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thunder, Death, Gaze, Gravity, Strength+, Magic+, Accuracy+, Evasion+, Critical+, Reaper Lore, Treasure Hunter, Zap, Stroll, Blank Space	Earth Spellstone	Castle Exnine	Reflect magic back at it; requires an eldbox

TRANSFIGURATIONS

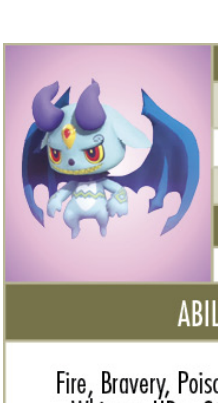
Security Eye, Searcher

DESCRIPTION: Sure, it *seems* pretty harmless as it floats through the air. But the second it spots anything suspicious, it's "Death! Death! Death!" And while it may look drowsy, that droopy eyelid isn't due to a lack of sleep. This menace is *always* alert and ready to finish you in a blink.

DIABOLOS

Masteries: Whirlwind, Subdue, Entropy, Magic+++, Light Resistance++, Resist Sleep

IMP



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
130	4	13	17	13	16	26	S	1	2	2	4	2	4	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
50	0	0	0	-50	0	-50	50	-25	50	25	-25	0	0	-25	0

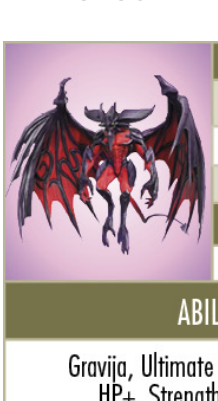
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fire, Bravery, Poison Nails, Bewitching Whisper, HP+, Strength+, Magic+, Magic Defense+, Agility+, Evasion+, Pharmacology, Blank Space	Phoenix Down, Tranquilizer	Big Bridge, The Train Graveyard	Inflict Confusion; requires an imp prism

TRANSFIGURATIONS

Diabolos (obtain a diabolos memento), Garchimacera (reach level 22 or higher)

DESCRIPTION: That face just screams, "I'm up to no good." Some of you might have lingering traumatic memories of a little ability called Confuse XVI. Ah, the good ol' days. Back then, the imps were *really* impudent.

DIABOLOS



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
886	4	13	19	13	19	29	XL	-	5	2	5	2	5	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
0	0	0	0	0	0	-50	50	-50	0	100	0	25	25	0	50

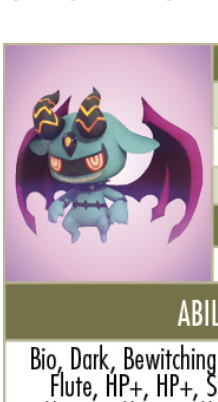
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Gravija, Ultimate Terror, Nightmare, HP+, Strength++, Magic++, Magic Defense+, Magic Defense+, Agility+, Accuracy+, Evasion+, Nightmarish Lore, Nightmaretouch, Blank Space	—	—	—

TRANSFIGURATIONS

Imp

DESCRIPTION: Through the power of fantasy, this Mirage can take your mind on truly frightful flights. His greatest shame: the name on his left wing is spelled wrong. (Points to you if you've already spotted it!) Don't worry, though. We've made sure the artist can never hurt anyone like this again.

GARCHIMACERA



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
127	4	13	16	18	12	26	S	1	2	2	4	5	1	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
0	0	0	0	0	0	-50	50	-75	0	25	-25	25	100	0	-25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Bio, Dark, Bewitching Whisper, Tickle, Moon Flute, HP+, HP+, Strength+, Defense+, Magic+, Magic+, Magic Defense+, Magic Defense+, Agility+, Agility+, Accuracy+, Evasion+, Critical+, Critical+, Entropy, Blank Space, Blank Space, Blank Space	Tranquilizer, Remedy	Mako Reactor 0	Inflict Confusion; requires a garchimacera prism

TRANSFIGURATIONS

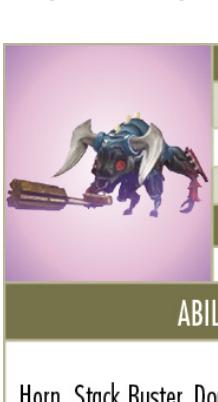
Imp (reach level 28 or higher)

DESCRIPTION: This Mirage is just a little monster. The absolute worst guy on the block. …No, really. He's the sort that uses a magnifying glass to torture bugs. Or status ailments to pick on Mirage Keepers. And yeah, we don't know how to pronounce his name either.

MINOTAUR

Masteries: Holy, Flash, Critical+++, Defense+++, Wind Resistance++, Resist Oblivion

BROTHERTAUR



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
160	4	16	12	16	15	21	M	5	4	4	1	4	3	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
0	0	0	-50	0	50	50	-50	25	-25	0	-25	50	50	25	-50

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Horn, Stack Buster, Double Smash, HP+, HP+, Strength+, Strength+, Strength+, Defense+, Critical+, Critical+, Entropy, Blank Space	Wobblestopper	Big Bridge	Earth attacks; requires a brothertaur prism

TRANSFIGURATIONS

Minotaur (reach level 18 or higher), Sistertaur (reach level 35 or higher)

DESCRIPTION: A bovine bully who specializes in topple attacks. That club he's swinging is a force to be reckoned with. Wandered out of a labyrinth one day and never looked back.

MINOTAUR

STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
167	4	16	12	16	15	20	L	7	4	4	1	4	3	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
0	0	0	-50	0	50	50	-50	25	-25	0	-25	50	50	25	-50

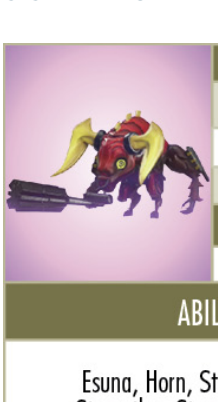
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Protect, Focus, Bulldozer, HP+, HP++, Strength+, Strength+, Strength+, Critical+, Critical+, Ambush, Smash, Blank Space	Earth Hammer, Earth Spellstone	The Chainroad, Castle Exnine	Inflict Confusion; requires a brothertaur prism

TRANSFIGURATIONS

Brothertaur, Asterius (obtain an asterius memento)

DESCRIPTION: A Mirage that uses a giga-sized hammer to clobber its foes. When he charges with Bulldozer, get out of the way, because punching *this* bull in the gut on the third hop isn't going to send him to the mat. (Maybe he's just not bald enough.)

SISTERTAUR



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
159	4	16	12	16	15	21	M	5	4	4	1	4	3	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
50	0	0	-50	-50	-50	-25	25	25	-25	0	-25	50	50	25	-50

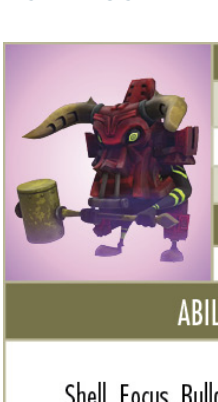
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Esuna, Horn, Stack Buster, HP+, Strength+, Strength+, Strength+, Agility+, Accuracy+, Critical+, Critical+, Victory Charge, Blank Space	Wobblestopper, Hi-Potion	The Crystal Tower	Once per battle: reduce HP; requires a sistertaur prism

TRANSFIGURATIONS

Brothertaur (reach level 25 or higher), Asterius (obtain an asterius memento)

DESCRIPTION: This "little" lady likes to arm-wrestle her brothers, and you'd better believe she holds her own. Has a habit of charging her own reflection. Maybe it's self-loathing, or maybe she just sees red.

ASTERIUS



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
165	4	16	13	16	15	20	L	7	4	4	2	4	3	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
0	0	25	-50	-25	75	0	-25	25	-25	0	-25	50	50	25	-50

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Shell, Focus, Bulldozer, HP+, HP++, Strength+, Strength+, Defense+, Critical+, Critical++, Entropy, Smash, Blank Space	—	The Coliseum	Inflict Berserk; requires a sistertaur prism

TRANSFIGURATIONS

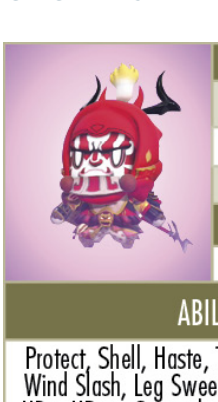
Minotaur (reach level 42 or higher), Sistertaur

DESCRIPTION: Is it a tank? A robot? Nope, it's just a whole lot of bull. …Hmm? Why does a sistertaur transfig into a "bull"? Hey, don't have a cow just because *we* don't have a cow. And try not to get skewered on those massive horns when it charges, okay?

GILGAMESH

Masteries: Blaze, Raise, Cornered Beast, HP+++, Earth Resistance++, Resist Berserk

GILGAMESH



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
173	4	18	15	12	14	23	M	4	5	5	4	1	2	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
0	0	0	0	0	0	0	0	0	-25	-25	25	0	25	0	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Protect, Shell, Haste, Thunderbolt, Lambaste, Wind Slash, Leg Sweep, Mightiest of Swords, HP+, HP++, Strength+, Strength+, Defense+, Magic+, Magic+, Magic Defense+, Agility+, Agility+, Accuracy+, Evasion+, Critical+, Critical+, Blank Space, Blank Space, Blank Space	—	The Coliseum	Inflict Berserk; requires a Gilgamesh prism

TRANSFIGURATIONS

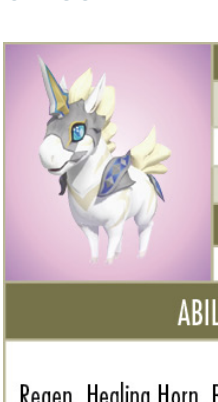
—

DESCRIPTION: A kooky kabuki with an unnatural obsession with Bartz. He's a total oddball, but his skill with a blade should not be underestimated. (Nor his skill at running away.) Somehow, he's been awaiting his showdown with Bartz for longer than either of them has been alive.

ODIN

Masteries: Watera, Triumphant Shout, Victory Charge, Strength+++, Thunder Resistance++, Safety Bit

UNICORN



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
124	4	16	13	13	17	27	M	5	1	4	2	2	4	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
0	0	-25	0	25	0	50	-50	-50	25	25	-25	25	25	-25	0

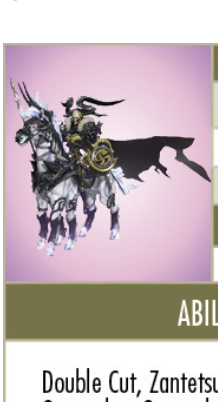
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Regen, Healing Horn, Banish, HP+, Strength+, Defense+, Magic+, Magic Defense+, Agility+, Accuracy+, Enhanced Cure, Blank Space	Healing Spring, Remedy+	The Crystal Tower	Inflict status ailments (Poison, Blind, or Slow); requires a unicorn prism

TRANSFIGURATIONS

Odin (obtain an odin memento), Nightmare (obtain a nightmare scenario)

DESCRIPTION: A most legendary beast with a single corn…er, horn adorning its forehead. Also known as the "spear horse." Insane, but—if you can get close enough, the horn doubles as a coat rack in an emergency.

ODIN



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
909	4	18	15	15	14	28	XL	-	5	5	3	3	2	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
0	0	-100	0	0	0	50	50	-25	50	50	-25	100	-25	-25	50

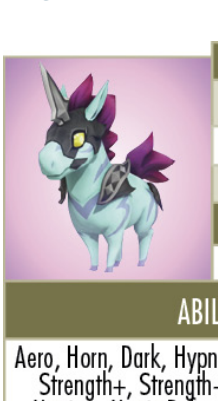
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Double Cut, Zantetsuken, Gungnir, HP++, Strength+, Strength++, Defense+, Magic Defense+, Agility+, Agility+, Accuracy++, Critical+, Ullr's Shield, Blank Space	—	—	—

TRANSFIGURATIONS

Unicorn

DESCRIPTION: A Mirage who hates thunderstorms. His "Zantetsuken" literally means "sword that sunders iron"…but it pretty much sunders everything.

NIGHTMARE



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
123	4	16	13	13	17	27	M	5	1	4	2	2	5	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
0	0	0	0	0	0	-50	50	-50	-25	100	-25	-50	0	0	25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Aero, Horn, Dark, Hypnosis, Gravity, HP+, HP+, Strength+, Strength+, Defense+, Magic+, Magic+, Magic Defense+, Agility+, Agility+, Accuracy+, Evasion+, Critical+, Nightmarish Lore, Sleep Chance+, Blank Space, Blank Space, Blank Space	—	The Train Graveyard	Dark attacks; requires a nightmare prism

TRANSFIGURATIONS

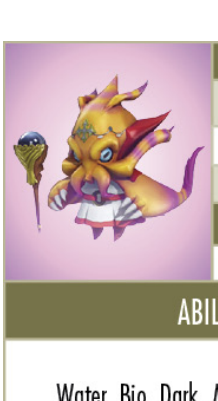
Unicorn (reach level 35 or higher)

DESCRIPTION: A demonic horse that puts you to sleep, then gallops through the dark corners of your dreams, hooves aflame and eyes wild. If you manage to tame one and saddle up, does that make you a knight-mare?

ULTROS

Masteries: Earthquake, Regen, SOS Regen, Magic+++, Thunder Resistance++, Resist Oblivion

MINDFLAYER



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
137	4	13	17	14	16	23	M	4	2	2	5	2	4	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
-50	0	-50	0	50	0	0	50	0	25	25	-25	25	0	0	25

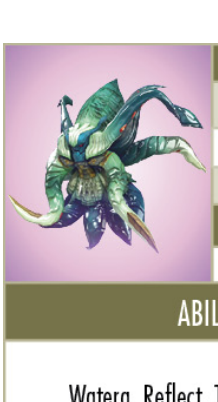
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Water, Bio, Dark, Mind Blast, Magic+, Magic Defense+, Endless Nightmare, Chill, Blank Space	Smelling Salts	The Crystal Tower	Reflect magic back at it; requires a mindflayer prism

TRANSFIGURATIONS

Kraken (obtain a kraken memento), Squidraken (reach level 44 or higher)

DESCRIPTION: A wizard with a squid head. No, wait…is it a squid with a wizard's body? Anyway. A consummate connoisseur, the mindflayer only pairs the finest beverages with the brains it devours. …Okay, honestly, that's a pretty terrifying image.

KRAKEN



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
165	4	16	16	12	16	20	L	6	4	4	4	1	4	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
25	0	-75	0	75	0	-50	25	25	0	0	0	0	0	-25	0

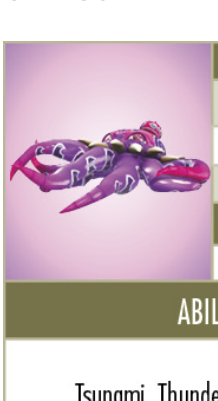
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Watera, Reflect, Tsunami, Evil Mist, HP+, Magic+, Magic Defense+, Water Converter, Blank Space	—	The Coliseum	Inflict Poison; requires a mindflayer prism

TRANSFIGURATIONS

Mindflayer, Ultros (obtain an ultros memento), Cenchos (obtain a cenchos memento)

DESCRIPTION: A massive monster from the deep that emits a poisonous mist to harry its foes. Featured as one of the Four Fiends in the original *FINAL FANTASY*. If you spot all four of them together, you can bet your barnacles some kind of chaos is afoot…

ULTROS



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
184	4	13	13	17	14	20	L	7	5	2	2	4	2	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
-50	0	0	0	50	0	0	0	-25	-25	0	50	0	0	0	0

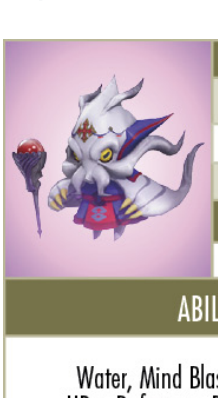
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Tsunami, Thunderbolt, Octentacle, HP++, Strength++, Magic+, Accuracy+, Critical+, Dispel Counter, Blank Space	—	—	—

TRANSFIGURATIONS

Kraken

DESCRIPTION: A tentacled terror that absolutely loves the ladies. (The feeling is not mutual.) Seriously strong, seriously *annoying*. For better or for worse, and for all the wrong reasons, he's a legend. The passing years only make him more colorful.

SQUIDRAKEN



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
135	4	13	17	14	16	23	M	4	2	2	5	2	4	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
-50	50	0	0	0	0	0	0	0	25	25	-25	25	0	0	25

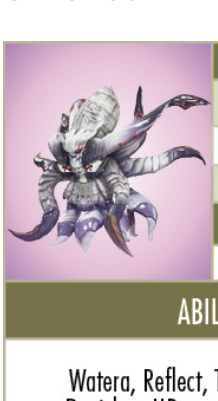
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Water, Mind Blast, Sleep, Banish, HP+, Defense+, Defense+, Magic+, Magic Defense+, Accuracy+, Endless Nightmare, Chill, Blank Space	Dragon Scale, Star Curtain	Castle Exnine	Reflect magic back at it; requires a squidraken prism

TRANSFIGURATIONS

Mindflayer (reach level 35 or higher), Cenchos (obtain a cenchos memento)

DESCRIPTION: Part squid, part mage, and all style. Evil though it may look, it actually knows a bit of light magic. Not related to any ancient gods. Ugh, why do people keep *saying that?!*

CENCHOS



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	🛡	◢	()	⊠	▲	HP	🗡	ʔ	🛡	◢	()
165	4	16	16	12	16	20	L	6	4	4	4	1	4	1

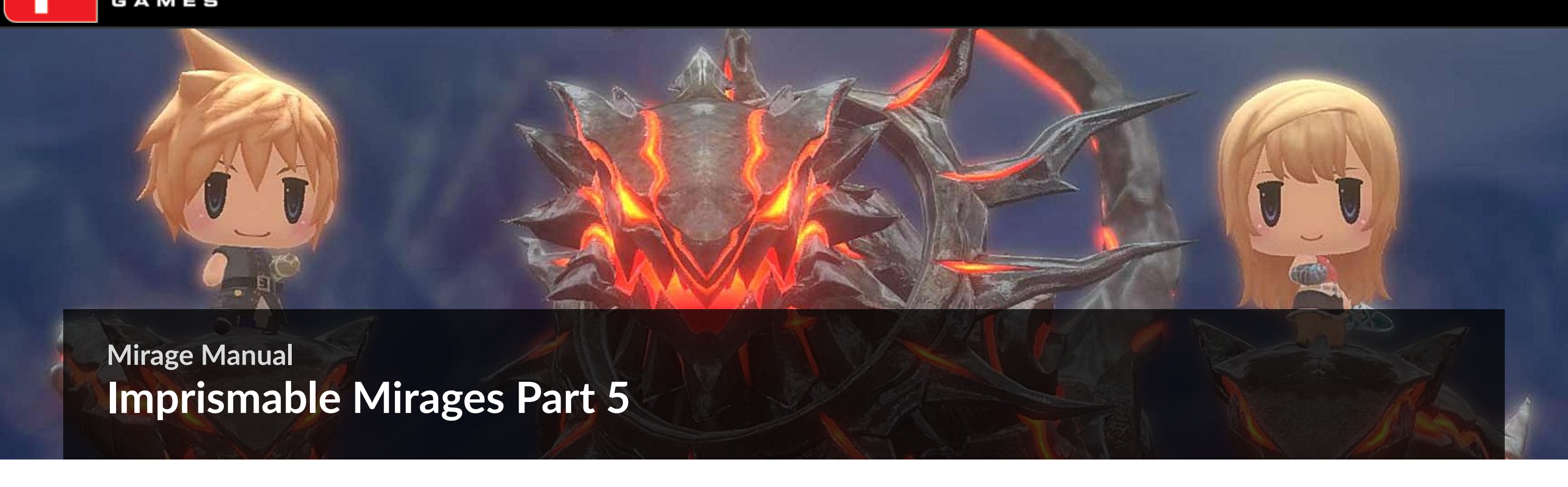
ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	🟫	✴	🟪	🟩	◎	💤	👁	❓	🔴	🕒	🟡
-50	50	0	0	0	0	0	25	0	0	0	0	0	0	-25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Watera, Reflect, Tsunami, Evil Mist, Banishra, HP++, Magic+, Magic++, Magic Defense++, Critical+, Enhanced Water, Enhanced Light, Blank Space	—	The Coliseum	Reflect magic back at it; requires a squidraken prism

TRANSFIGURATIONS

Squidraken, Kraken (obtain a kraken memento)

DESCRIPTION: A many-legged octopus-squid-thingy with a firm grasp of water magic. Yes, we know water isn't firm enough to be grasped. Nonetheless, this Mirage manages to pull it off. Because a cenchos…*never* says "can'tchose."



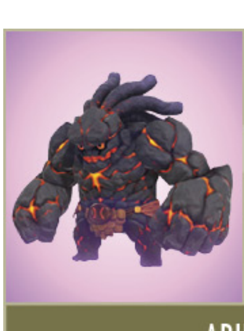
Mirage Manual

Imprismable Mirages Part 5

TITAN

Masteries: Thunderbolt, Sleep, Adrenaline, Defense+++, Wind Resistance++, Resist Slow

TITAN



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	⛊	◢	( )	⊠	⚖	HP	🗡	ʔ	⛉	◢	( )
158	4	15	16	15	15	19	L	7	4	3	4	3	3	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌪	💧	⛰	✴	☾	⁘	🌀	zZ	◉	?	😡	◷	☠
0	0	0	-50	0	75	0	-25	0	0	0	-25	-50	25	50	0

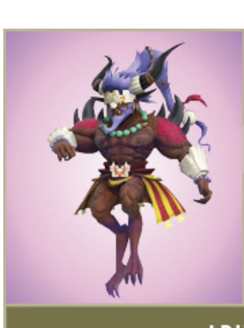
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Throw Stone, Giga's Wrath, Geocrush, HP+, Strength+, Strength+, Defense+, Magic Defense+, Critical+, Enhanced Attack, Enhanced Earth, Stabilizer, Blank Space	Earth Spellstone	The Crystal Tower	Land a critical hit; requires a titan prism

TRANSFIGURATIONS

Maduin (obtain a maduin memento), Iron Muscles (obtain an iron muscles memento)

DESCRIPTION: A Mirage made of rock. Its mighty fists can shatter mountains…which seems kind of self-defeating, but whatever. Sheds a single tear each time its sees a sign saying, "No shirt, no shoes, no service."

MADUIN



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	⛊	◢	( )	⊠	⚖	HP	🗡	ʔ	⛉	◢	( )
181	4	12	16	13	15	20	L	6	5	1	4	2	4	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌪	💧	⛰	✴	☾	⁘	🌀	zZ	◉	?	😡	◷	☠
25	25	25	0	0	-25	0	-50	0	0	0	-25	-50	25	50	0

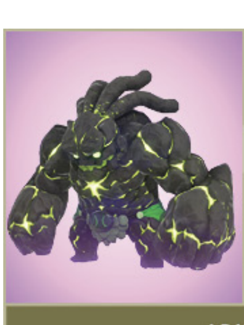
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Ultimate Focus, Chaos Wave, Riot Blow, HP+, HP+, Strength++, Defense+, Defense+, Magic+, Magic Defense+, Critical+, Cover, Blank Space	–	–	–

TRANSFIGURATIONS

Titan

DESCRIPTION: A being with a deep connection to Terra. Expect the fight of your life if you intend to challenge him. Similar though their names may be, Maduin and Madeen are actually quite different in the FF universe.

IRON MUSCLES



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	⛊	◢	( )	⊠	⚖	HP	🗡	ʔ	⛉	◢	( )
158	4	15	16	15	15	19	L	7	4	3	4	3	3	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌪	💧	⛰	✴	☾	⁘	🌀	zZ	◉	?	😡	◷	☠
0	0	0	0	0	0	0	0	0	0	0	-25	-50	25	50	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Body Slam, Focus, Counterstance, Double Smash, HP+, HP+, HP+, Strength+, Strength+, Defense+, Defense+, Defense+, Magic Defense+, Magic Defense+, Accuracy+, Critical+, Critical+, Critical+, Metallic Body, Magic Counter, Blank Space, Blank Space, Blank Space	X-Potion	–	Inflict Defense ↓; requires an iron muscles prism

TRANSFIGURATIONS

Titan (obtain a titan memento)

DESCRIPTION: A Mirage with a body of solid iron. These spend most of their free time at the gym…lifting each other. Taking a punch from one of these is like… Well, you're not going to escape with just a bruise, that's for sure.

MAGNA ROADER

Masteries: Thundara, Double Smash, Evasion+++, Strength+++, Ice Resistance++, Resist Slow

MAGNA ROADER (PURPLE)

STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	⛊	◢	( )	⊠	⚖	HP	🗡	ʔ	⛉	◢	( )
149	4	15	14	14	14	27	L	6	3	3	3	2	2	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌪	💧	⛰	✴	☾	⁘	🌀	zZ	◉	?	😡	◷	☠
50	-50	0	0	0	0	0	0	0	-25	25	25	0	-50	25	0

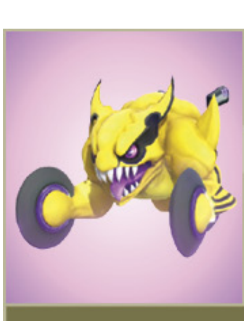
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Bio, Dark, Wheel, Upshift, HP+, HP+, Strength+, Strength+, Magic+, Magic Defense+, Agility+, Agility+, Agility+, Accuracy+, Evasion+, Evasion+, Critical+, Top Gear, First Strike, Joyride, Blank Space, Blank Space, Blank Space	Haste Stone	The Chainroad, Castle Exnine	Once per battle: reduce HP; requires an eldbox

TRANSFIGURATIONS

Magna Roader (Yellow) (reach level 30 or higher), Magna Roader (Red) (reach level 30 or higher)

DESCRIPTION: A three-wheeled Cogna with a bad case of road rage. A perfectionist when it comes to parallel parking. Somehow, it got its driver's license on the first try.

MAGNA ROADER (YELLOW)



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	⛊	◢	( )	⊠	⚖	HP	🗡	ʔ	⛉	◢	( )
143	4	15	14	14	14	27	L	6	3	3	3	2	3	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌪	💧	⛰	✴	☾	⁘	🌀	zZ	◉	?	😡	◷	☠
-50	0	0	0	50	0	0	0	0	-25	25	25	0	-50	25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Aero, Aerora, Haste, Wheel, Upshift, HP+, Strength+, Strength+, Magic+, Magic Defense+, Agility+, Agility+, Agility+, Accuracy+, Evasion+, Evasion+, Critical+, Courage Under Fire, Last Stand, Joyride, Blank Space, Blank Space, Blank Space	Haste Stone	Castle Exnine	Once per battle: reduce HP; requires an eldbox

TRANSFIGURATIONS

Magna Roader (Blue) (reach level 30 or higher), Magna Roader (Red) (reach level 30 or higher)

DESCRIPTION: A three-wheeled Cogna with a bad case of road rage. All the magna roaders' paint jobs are based on the original models. Give *FINAL FANTASY VI* a spin if you're curious!

MAGNA ROADER (RED)

STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	⛊	◢	( )	⊠	⚖	HP	🗡	ʔ	⛉	◢	( )
137	4	15	14	14	14	27	L	6	2	3	3	3	3	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌪	💧	⛰	✴	☾	⁘	🌀	zZ	◉	?	😡	◷	☠
50	-50	50	0	-50	0	0	0	0	-25	25	25	0	-50	25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fire, Wheel, Flash, Upshift, KERS, HP+, Strength+, Strength+, Magic+, Magic Defense+, Agility+, Agility+, Agility+, Accuracy+, Evasion+, Evasion+, Critical+, Recycle, Vigilance, Joyride, Blank Space, Blank Space, Blank Space	Haste Stone	Castle Exnine	Once per battle: reduce HP; requires an eldbox

TRANSFIGURATIONS

Magna Roader (Blue (reach level 30 or higher)), Magna Roader (Yellow) (reach level 30 or higher)

DESCRIPTION: A three-wheeled Cogna with a bad case of road rage. Although there are three of these that share the same exact name, don't worry. Each of them always knows when to raise its wheels during roll call.

OMEGA

Masteries: Thundara, Courage Under Fire, SOS Regen, Defense+++, Thunder Resistance++, Resist Poison

ENTOM GUARD

STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	⛊	◢	( )	⊠	⚖	HP	🗡	ʔ	⛉	◢	( )
177	4	12	13	18	16	19	M	3	5	1	2	5	4	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌪	💧	⛰	✴	☾	⁘	🌀	zZ	◉	?	😡	◷	☠
25	25	-50	25	-50	25	0	0	25	0	0	0	0	-25	0	25

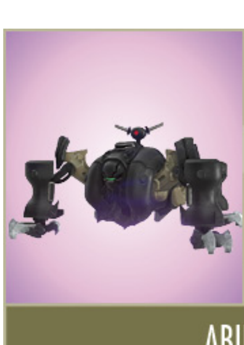
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Reflect, Whirlwind, Body Slam, HP+, Strength+, Strength+, Defense+, Defense+, Magic+, Accuracy+, Metallic Body, Overheat, Zap, Blank Space	Mega-Ether, Wobblestopper	Castle Exnine	Fire attacks; requires an eldbox

TRANSFIGURATIONS

Elite Entom (obtain an elite entom memento), Omega (obtain an omega memento), Entom Soldier (obtain an entom soldier memento)

DESCRIPTION: Cogna. Has six legs and is tough as nails. Its defenses definitely live up to the name. Don't confuse those claws for watermelons, or else even the world's best dentist won't be able to save you.

OMEGA



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	⛊	◢	( )	⊠	⚖	HP	🗡	ʔ	⛉	◢	( )
159	4	15	15	15	15	19	L	7	4	3	4	3	3	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌪	💧	⛰	✴	☾	⁘	🌀	zZ	◉	?	😡	◷	☠
25	25	-100	25	-50	25	25	25	25	0	0	25	0	-25	25	25

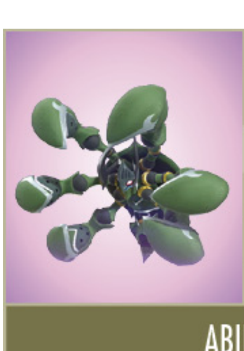
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Wave Cannon, Destroyer, Missile, HP++, Strength++, Defense++, Magic++, Magic Defense++, Accuracy+, Critical+, Meltdown, Joyride, Blank Space	–	The Coliseum	Deal a lot of damage at once (thunder attacks) ; requires an eldbox

TRANSFIGURATIONS

Entom Guard, Omega Bane (obtain an omega bane scenario)

DESCRIPTION: One of the most terrifying Cogna of all, this tireless engine of destruction won't stop until all has been laid to waste. It was named by the first Grymoirian to encounter it; "oh my gaaaw—" he shouted, and then promptly expired.

ENTOM SOLDIER



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	⛊	◢	( )	⊠	⚖	HP	🗡	ʔ	⛉	◢	( )
180	4	12	13	17	16	19	L	6	5	1	2	5	4	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌪	💧	⛰	✴	☾	⁘	🌀	zZ	◉	?	😡	◷	☠
25	25	-50	25	-50	25	0	0	25	0	0	0	0	-25	0	25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Pulverizing Blow, Random Shock, HP+, HP+, Strength+, Defense+, Magic+, Magic Defense+, Accuracy+, Critical+, Critical+, Metallic Body, Overheat, Blank Space	Phoenix Down	–	Fire attacks; requires an eldbox

TRANSFIGURATIONS

Entom Guard (reach level 44 or higher), Omega Bane (obtain an omega bane memento), Elite Entom (obtain an elite entom memento)

DESCRIPTION: Hunts down and exterminates all who oppose the Cogna's will. "Entom" means "bug." As we pushed *WORLD OF FINAL FANTASY* through QA, we were hoping the testers would report this guy and save players hours of misery, but apparently they just don't love you that much.

OMEGA BANE

STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	⛊	◢	( )	⊠	⚖	HP	🗡	ʔ	⛉	◢	( )
166	4	15	15	15	15	17	L	7	4	3	4	3	3	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌪	💧	⛰	✴	☾	⁘	🌀	zZ	◉	?	😡	◷	☠
25	25	-100	25	-50	25	25	25	25	0	0	25	0	-25	25	25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Wave Cannon, Destroyer, Missile, HP++, Strength++, Defense+, Magic++, Accuracy+, Critical+, Meltdown, Overclock, Joyride, Blank Space	–	The Coliseum	Deal a lot of damage at once (thunder attacks); requires an eldbox

TRANSFIGURATIONS

Omega (obtain an omega memento), Entom Soldier

An omega variant that was created to annihilate all organic life. It's a shame there's no such thing as an omega *ban*, because you're going to want one after you face this thing.

ELITE ENTOM

STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	⛊	◢	( )	⊠	⚖	HP	🗡	ʔ	⛉	◢	( )
175	4	12	13	17	16	19	L	6	5	2	2	4	4	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌪	💧	⛰	✴	☾	⁘	🌀	zZ	◉	?	😡	◷	☠
25	25	-50	25	-50	25	0	0	25	0	0	0	0	-25	0	25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Earthquake, Pulverizing Blow, Random Shock, HP++, Strength+, Strength+, Magic+, Magic Defense+, Accuracy+, Critical+, Critical+, Metallic Body, Overheat, Blank Space	–	The Coliseum	Fire attacks; requires an eldbox

TRANSFIGURATIONS

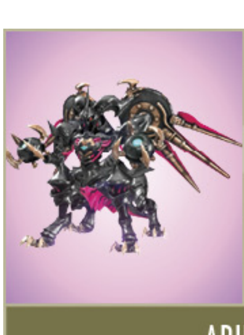
Entom Soldier (obtain an entom soldier memento), Entom Guard (reach level 44 or higher)

DESCRIPTION: Cogna. It's got more than enough power to justify its name. Assuming we can call those sleeves, then it's got a whole slew of area elemental attacks up 'em. It may be red, but it's not the leader. We like to keep you guessing.

ULTIMA WEAPON

Masteries: Banishra, Dispel, Treasure Hunter, HP+++, Earth Resistance++, Safety Bit

ULTIMA WEAPON



STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	⛊	◢	( )	⊠	⚖	HP	🗡	ʔ	⛉	◢	( )
1090	4	17	16	12	15	25	XL	-	5	5	4	1	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌪	💧	⛰	✴	☾	⁘	🌀	zZ	◉	?	😡	◷	☠
0	0	0	0	0	0	0	0	100	25	-25	-25	25	25	-25	50

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Ultima, Full Power!, Ultima Beam, HP+, HP+, HP++, HP++, Strength+, Strength++, Defense+, Defense+, Magic+, Magic++, Agility+, Agility+, Accuracy+, Accuracy+, Evasion+, Critical+, Critical++, Enhanced Criticals, Enhanced Attack, Blank Space, Blank Space, Blank Space	–	The Coliseum	Deal a lot of damage at once (physical attacks); requires an eldbox

TRANSFIGURATIONS

–

DESCRIPTION: A Cogna with godlike power. Functions as something skin to a leader of its Cogna brethren. Unless you want an Ultima Whipping, you'd better not go anywhere near one of these things without a plan. Everyone knows that "ultima" is codespeak for "really honking powerful" in the FF universe.

EINHÄNDER

Masteries: Fira, Ultrasonics, Pharmacology, Magic+++, Thunder Resistance++, Resist Poison

EINHÄNDER

STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	⛊	◢	( )	⊠	⚖	HP	🗡	ʔ	⛉	◢	( )
147	4	16	16	13	13	24	L	5	3	4	4	2	2	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌪	💧	⛰	✴	☾	⁘	🌀	zZ	◉	?	😡	◷	☠
25	25	-50	25	-50	25	0	0	0	0	0	0	0	0	0	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Firaga, Aerora, Random Shock, Blades, HP+, HP+, Strength+, Strength+, Strength+, Magic+, Magic+, Agility+, Agility+, Accuracy+, Evasion+, Evasion+, Evasion+, Critical+, Critical+, Pattern Analysis, Bypass Reflect, Blank Space, Blank Space, Blank Space	–	The Coliseum	Inflict Evasion ↓; requires an eldbox

TRANSFIGURATIONS

–

DESCRIPTION: A combat Cogna with a single, highly advanced arm that accepts interchangeable upgrades. It slices, it dices, it blends, it bakes… Is there anything that arm can't do? (Answer: dual-wield.)

XG

Masteries: Banishra, Focus, Critical+++, Strength+++, Wind Resistance++, Resist Poison

XG

STATS									GROWTH RATINGS					
HP	AP	🗡	ʔ	⛊	◢	( )	⊠	⚖	HP	🗡	ʔ	⛉	◢	( )
994	4	18	15	14	15	26	XL	-	5	5	3	3	3	4

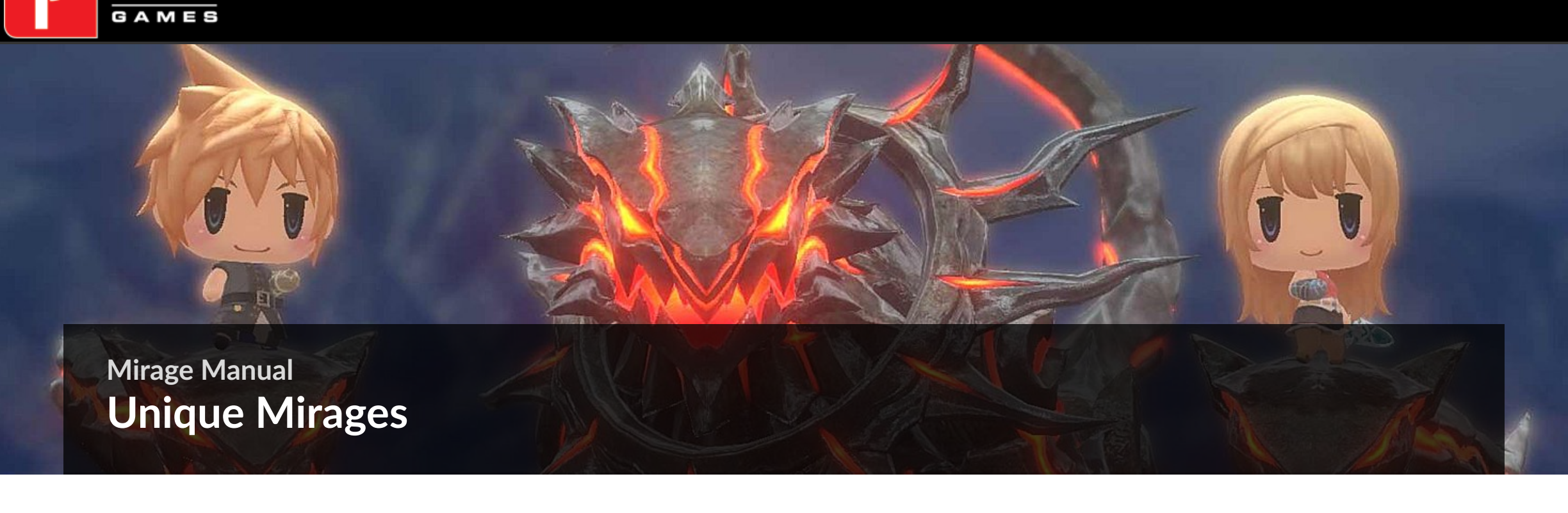
ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌪	💧	⛰	✴	☾	⁘	🌀	zZ	◉	?	😡	◷	☠
0	0	0	0	0	0	0	0	0	50	50	50	0	-100	50	50

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Kishin, Flaming Hell, Raigeki, HP++, HP++, Strength+, Strength++, Strength++, Defense+, Defense+, Magic+, Magic++, Magic++, Magic Defense+, Agility+, Agility+, Accuracy+, Accuracy++, Evasion++, Critical++, Critical++, Hyper Mode, Blank Space, Blank Space, Blank Space	–	–	–

TRANSFIGURATIONS

–

DESCRIPTION: Oh, so you thought it was a floating head? *WRONG!* This crossover Cogna actually has two modes: flight mode and humanoid mode! Obviously, this is in the wrong game. But we're not sorry. We even got you-know-who to design it.



Mirage Manual

Unique Mirages

These Mirages represent a who's-who of the story content of World of Final Fantasy, and differ in significant ways from their more common brethren: more Abilities, different Masteries, no transfiguration options at all. You also cannot Dismiss them, so once you have them, you're buddies for life.

IFRIT ★

Masteries: Banishra, Regen, Courage Under Fire, Strength+++, Ice Resistance++, Resist Confusion

IFRIT ★

STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	◢	( )	⊠	▲	HP	🗡	🪄	🛡	◢	( )
165	4	17	17	12	12	21	L	6	4	5	4	2	2	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	⛰	✴	☾	⁘	◎	zᶻ	⊖	?	😠	🕒	💀
100	-50	0	0	-50	0	0	0	0	25	0	0	0	-25	0	0

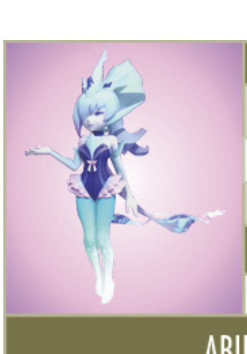
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fira, Blaze, Punch, Hellfire, HP+, HP+, HP++, Strength+, Strength++, Defense+, Magic+, Magic+, Magic Defense+, Agility+, Agility+, Accuracy+, Evasion+, Critical++, Enhanced Fire, Counter, Blaze Spikes, Fire Converter, Blank Space, Blank Space, Blank Space	–	The Coliseum	Fire attacks; requires an Ifrit★ prism

DESCRIPTION: One of the Pleiad's seven. His powerful flames eradicate all foes. Famous among even the laziest of the FF faithful, since he usually shows up early in the story. ★SUI GENERIS: This unique soul belongs to Ifrit from the main story.

SHIVA ★

Masteries: Aerora, Raise, Strategic AP Hike, Magic+++, Fire Resistance++, Resist Sleep

SHIVA ★



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	◢	( )	⊠	▲	HP	🗡	🪄	🛡	◢	( )
154	4	13	17	15	12	24	L	5	3	2	5	3	2	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	⛰	✴	☾	⁘	◎	zᶻ	⊖	?	😠	🕒	💀
-50	100	0	50	0	0	0	-100	0	0	25	0	0	0	-25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blizzara, Slow, Ice Storm, Diamond Dust, Sleep, HP+, HP+, Strength++, Defense+, Magic+, Magic+, Magic++, Magic Defense+, Magic Defense++, Agility+, Accuracy+, Accuracy+, Evasion+, Critical+, Enhanced Ice, Ice Spikes, Ice Converter, Blank Space, Blank Space, Blank Space	–	The Coliseum	Ice attacks; requires an Shiva★prism

DESCRIPTION: One of the Pleiad's seven. Known for putting her adversaries on ice. Ask her to make you a slushy! She's surprisingly cool about that kind of stuff. ★SUI GENERIS: This unique soul belongs to Shiva from the main story.

RAMUH ★

Masteries: Watera, Esuna, Endless Blessings, Magic+++, Earth Resistance++, Resist Slow

RAMUH ★

STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	◢	( )	⊠	▲	HP	🗡	🪄	🛡	◢	( )
139	4	12	17	14	15	25	L	6	2	1	5	3	3	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	⛰	✴	☾	⁘	◎	zᶻ	⊖	?	😠	🕒	💀
0	0	100	0	50	-100	0	-50	0	0	0	0	-25	0	25	0

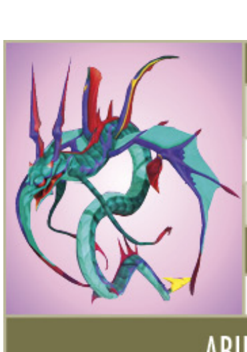
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thundara, Regen, Shell, Thunderbolt, Judgment Bolt, HP+, HP++, Strength+, Strength++, Defense+, Defense++, Magic++, Magic++, Magic Defense+, Agility+, Accuracy+, Evasion+, Critical+, Critical++, Enhanced Thunder, Shock Spikes, Thunder Converter, Blank Space, Blank Space, Blank Space	–	The Coliseum	Thunder attacks; requires an Ramuh★ prism

DESCRIPTION: One of the Pleaid's seven. His Judgment Bolt reduces everything to ash. His mortal enemy, therefore, must be a pile of ash, because…well, what can he do to it? ★SUI GENERIS: This unique soul belongs to Ramuh from the main story.

LEVIATHAN ★

Masteries: Ice Storm, Faith, Last Stand, HP+++, Ice Resistance++, Safety Bit

LEVIATHAN ★



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	◢	( )	⊠	▲	HP	🗡	🪄	🛡	◢	( )
872	4	14	15	19	19	25	XL	-	5	3	3	5	5	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	⛰	✴	☾	⁘	◎	zᶻ	⊖	?	😠	🕒	💀
50	50	-150	0	150	0	-50	-50	0	25	25	0	50	25	25	25

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Watera, Tsunami, Tidal Wave, Reaper, HP+, HP++, HP++, Strength+, Strength++, Defense+, Magic+, Magic+, Magic++, Magic Defense++, Agility+, Accuracy+, Accuracy++, Evasion+, Critical+, Enhanced Water, Enhanced Water, Aqua Spikes, Blank Space, Blank Space, Blank Space	–	–	–

DESCRIPTION: One of the Pleaid's seven. Even mountains bow before her mighty Tidal Wave. Bahamut frequently steals her spotlight these days. Maybe she just needs to get out of the water more? ★SUI GENERIS: This unique soul belongs to Leviathan from the main story.

BAHAMUT ★

Masteries: Abyss, Tickle, Last Stand, Magic+++, Wind Resistance++, Resist Confusion

BAHAMUT ★

STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	◢	( )	⊠	▲	HP	🗡	🪄	🛡	◢	( )
888	4	18	17	17	15	22	XL	-	5	5	5	5	4	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	⛰	✴	☾	⁘	◎	zᶻ	⊖	?	😠	🕒	💀
25	25	25	25	25	25	-150	25	0	50	50	0	100	-25	-25	25

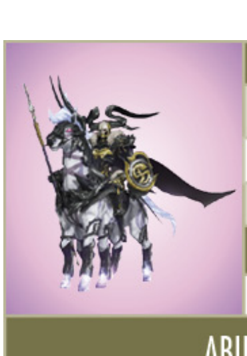
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Flare, Megaflare, Touchdown, Dispelga, HP+, HP+, HP++, Strength+, Strength+, Strength+, Strength++, Defense+, Magic+, Magic+, Magic+, Magic++, Agility+, Accuracy+, Accuracy++, Evasion+, Enhanced Criticals, Enhanced Attack, Blank Space, Blank Space, Blank Space	–	–	–

DESCRIPTION: One of the Pleiad's seven. Self-proclaimed king of pretty much whatever he feels like. Has a bit of an anger management problem, so be sure to take a few steps back when his temper megaflares. ★SUI GENERIS: This unique soul belongs to Bahamut from the main story.

ODIN ★

Masteries: Watera, Triumphant Shout, Victory Charge, Strength+++, Thunder Resistance++, Safety Bit

ODIN ★



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	◢	( )	⊠	▲	HP	🗡	🪄	🛡	◢	( )
903	4	18	15	15	14	29	XL	-	5	5	3	4	3	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	⛰	✴	☾	⁘	◎	zᶻ	⊖	?	😠	🕒	💀
25	25	-200	25	25	0	50	50	-25	50	50	-25	100	-25	-25	50

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Regen, Double Cut, Dark, Zantetsuken, Gungnir, Banish, HP+, HP+, HP++, Strength+, Strength++, Strength++, Defense+, Magic Defense+, Agility+, Accuracy+, Accuracy+, Evasion+, Evasion+, Critical+, Critical++, Ullr's Shield, Blank Space, Blank Space, Blank Space	–	–	–

DESCRIPTION: One of the Pleiad's seven. Hates thunderstorms. His "Zantetsuken" literally means "sword that sunders iron"…but it pretty much sunders everything. ★SUI GENERIS: This unique soul belongs to Odin from the main story.

DIABOLOS ★

Masteries: Whirlwind, Subdue, Courage Under Fire, Magic+++, Light Resistance++, Safety Bit

DIABOLOS ★

STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	◢	( )	⊠	▲	HP	🗡	🪄	🛡	◢	( )
879	4	13	19	13	19	29	XL	-	5	2	5	2	5	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	⛰	✴	☾	⁘	◎	zᶻ	⊖	?	😠	🕒	💀
0	0	0	0	0	0	-100	100	-50	0	100	0	25	25	0	50

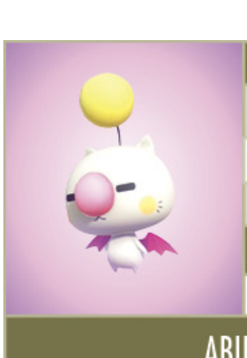
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fire, Bravery, Poison Nails, Gravija, Ultimate Terror, Nightmare, HP++, Strength+, Strength++, Defense+, Magic+, Magic+, Magic++, Magic Defense+, Magic Defense++, Agility+, Accuracy++, Evasion+, Evasion+, Critical++, Nightmarish Lore, Nightmaretouch, Blank Space, Blank Space, Blank Space	–	–	–

DESCRIPTION: One of the Pleiad's seven. Through the power of fantasy, he can take your mind on truly frightful flights. His greatest shame: the name on his left wing is spelled wrong. (Points to you if you've already spotted it!) ★SUI GENERIS: This unique soul belongs to Diabolos from the main story.

MASTER MOOGLE

Masteries: Earthquake, Double Smash, Enhanced Cure, Magic Defense+++, Thunder Resistance++, Resist Berserk

MASTER MOOGLE



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	◢	( )	⊠	▲	HP	🗡	🪄	🛡	◢	( )
166	4	14	15	14	13	25	S	1	4	3	3	3	2	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	⛰	✴	☾	⁘	◎	zᶻ	⊖	?	😠	🕒	💀
125	50	0	0	-100	0	0	0	0	0	0	0	0	0	0	0

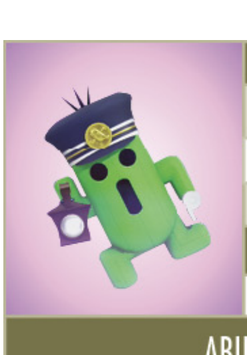
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Forest Nocturne, Wind Rhapsody, Banish, Banishra, Crystalline Flare, HP+, HP+, HP+, Magic+, Magic+, Magic+, Magic Defense+, Magic Defense+, Agility+, Agility+, Accuracy+, Accuracy+, Evasion+, Evasion+, Strategic AP Hike, Flutter, Stroll, Blank Space, Blank Space, Blank Space	–	The Coliseum	Use magical enhancements on it; requires a master moogle prism.

DESCRIPTION: Everybody's favorite fuzzball with the funny way of talking, kupo. But don't mistake this particular pom-pom-parader for your average moogle. A unique soul that belongs to Mog from the main story.

MASTER CACTUAR

Masteries: Watera, Tickle, Evasion+++, HP+++, Ice Resistance++, Resist Sleep

MASTER CACTUAR



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	◢	( )	⊠	▲	HP	🗡	🪄	🛡	◢	( )
121	4	15	14	14	14	30	S	1	1	3	3	3	3	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	⛰	✴	☾	⁘	◎	zᶻ	⊖	?	😠	🕒	💀
-100	125	0	50	0	0	0	0	0	25	25	25	0	25	-50	-25

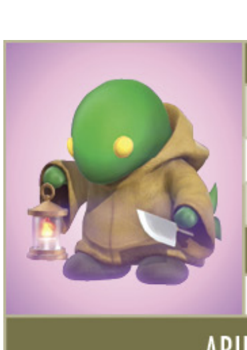
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Haste, 1,000 Needles, Perfect Dodge, HP+, HP+, Strength+, Strength+, Strength++, Defense+, Magic+, Magic Defense+, Agility+, Accuracy+, Accuracy+, Evasion+, Evasion+, Critical+, Critical+, Extra Needles, Extra Needles, Needle Thrift, Stroll, Blank Space, Blank Space, Blank Space	–	The Coliseum	Inflict Evasion ↓; requires a master cactuar prism.

DESCRIPTION: A Mirage with a truly astounding ability to evade attacks. This particular prickler has been cactuaring for fifty-odd years, and has the zip in his step to prove it. A unique soul that belongs to the Cactuar Conductor from the main story.

MASTER TONBERRY

Masteries: Blaze, Focus, SOS Regen, HP+++, Thunder Resistance++, Resist Poison

MASTER TONBERRY



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	◢	( )	⊠	▲	HP	🗡	🪄	🛡	◢	( )
123	4	13	13	17	17	25	M	4	1	2	2	4	4	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	⛰	✴	☾	⁘	◎	zᶻ	⊖	?	😠	🕒	💀
0	0	125	0	50	-100	0	0	25	-25	0	25	0	25	0	-25

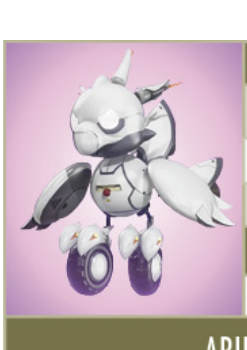
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Watera, Bravery, Counterstance, Sharpened Knife, HP+, HP+, HP+, Strength+, Strength+, Strength+, Defense+, Magic+, Magic Defense+, Agility+, Accuracy+, Accuracy+, Evasion+, Critical+, Critical+, Critical+, Pharmacology, Enhanced Criticals, Blank Space, Blank Space, Blank Space	–	The Coliseum	Deal a lot of damage at once (earth attacks); requires a master tonberry prism.

DESCRIPTION: A Mirage that wields a lantern in one hand and a knife in the other. He's *still* wondering why his duo isn't called a trio. A unique soul that belongs to the master of the Coliseum from the main story.

MECHA CHOCOBO ★

Masteries: Fira, Double Smash, Last Stand, Strength+++, Dark Resistance++, Resist Oblivion

MECHA CHOCOBO ★



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	◢	( )	⊠	▲	HP	🗡	🪄	🛡	◢	( )
160	4	16	12	16	14	21	L	5	4	4	1	4	3	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	⛰	✴	☾	⁘	◎	zᶻ	⊖	?	😠	🕒	💀
-50	25	-75	25	0	25	25	25	0	0	25	0	25	-25	25	-25

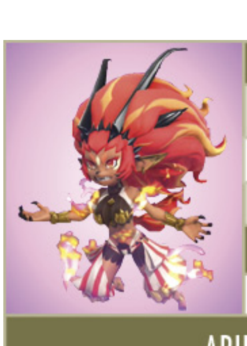
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Berserk, Body Slam, Charge, Choco MAX, Metal Salvo, HP+, HP+, HP+, Strength+, Strength+, Strength+, Defense+, Defense+, Magic Defense+, Agility+, Agility+, Evasion+, Evasion+, Critical+, Critical+, Overclock, Joyride, Blank Space, Blank Space, Blank Space	–	The Coliseum	Inflict Berserk; requires a Mecha Chocobo★ prism

DESCRIPTION: Cogna. A chocobo made entirely of what appears to be machinery. ★SUI GENERIS: This unique soul belongs to the Mecha Chocobo from the main story.

IFREETA ★

Masteries: Banishra, Drain, SOS Magic Boost, Strength+++, Ice Resistance++, Resist Confusion

IFREETA ★



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	◢	( )	⊠	▲	HP	🗡	🪄	🛡	◢	( )
145	4	16	18	12	13	23	L	5	3	4	5	1	2	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	⛰	✴	☾	⁘	◎	zᶻ	⊖	?	😠	🕒	💀
100	-50	0	0	-50	25	0	-25	0	25	0	0	0	-25	0	0

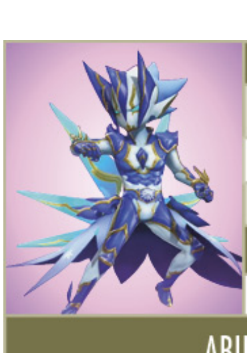
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Firaga, Blaze, Punch, Crimson Cyclone, HP+, Strength+, Defense+, Defense++, Magic+, Magic+, Magic++, Magic Defense++, Agility+, Agility+, Accuracy+, Accuracy+, Accuracy+, Evasion+, Evasion+, Enhanced Fire, Enhanced Fire, Fire Converter, Blank Space, Blank Space, Blank Space	–	The Coliseum	Fire attacks; requires an Ifreeta★ prism

DESCRIPTION: An exceptionally rare female ifrit who's gunning for a spot in the regular FF lineup. She's tough enough to do it, too. No wonder Ifrit doesn't like her. ★SUI GENERIS: This unique soul belongs to Ifreeta from the main story.

SHIVALRY ★

Masteries: Whirlwind, Syphon, SOS Magic Boost, Magic+++, Fire Resistance++, Resist Sleep

SHIVALRY ★



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	◢	( )	⊠	▲	HP	🗡	🪄	🛡	◢	( )
160	4	16	16	15	12	21	L	5	4	4	4	3	1	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	⛰	✴	☾	⁘	◎	zᶻ	⊖	?	😠	🕒	💀
-100	100	-25	50	25	-25	25	-50	0	0	25	0	0	0	-25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blizzara, Blizzaga, Slow, Ice Storm, Deep Freeze, HP+, HP++, Strength+, Strength++, Defense+, Magic+, Magic++, Magic Defense++, Agility+, Agility+, Accuracy++, Evasion+, Evasion+, Critical++, Enhanced Ice, Enhanced Ice, Ice Converter, Blank Space, Blank Space, Blank Space	–	The Coliseum	Ice attacks; requires an Shivalry★ prism

DESCRIPTION: A rare male shiva. Drives his female counterpart up the wall with lengthy "superhero" monologues. Cannot be defeated with space rocks or the color yellow. ★SUI GENERIS: This unique soul belongs to Shivalry from the main story.

RAMEWL ★

Masteries: Tsunami, Charge, SOS Magic Boost, Magic+++, Earth Resistance++, Resist Slow

RAMEWL ★

STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	◢	( )	⊠	▲	HP	🗡	🪄	🛡	◢	( )
144	4	13	17	15	12	27	L	7	3	2	4	3	1	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	⛰	✴	☾	⁘	◎	zᶻ	⊖	?	😠	🕒	💀
-25	25	100	25	50	-75	-25	-75	0	0	0	0	-25	0	25	0

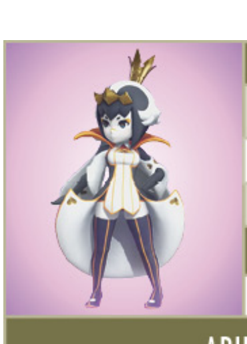
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thundaga, Regen, Shell, Haste, Thunderbolt, Heaven's Wrath, HP+, HP++, Strength+, Defense++, Magic+, Magic+, Magic++, Magic Defense+, Magic Defense+, Agility+, Accuracy+, Evasion+, Critical++, Enhanced Thunder, Enhanced Thunder, Thunder Converter, Blank Space, Blank Space, Blank Space	–	The Coliseum	Thunder attacks; requires an Ramewl★ prism

DESCRIPTION: Ramuh's granddaughter and a truly, er, eloquent speaker. Her hair spikes up when electrified, saving her hours of primping in front of the bathroom mirror every morning. ★SUI GENERIS: This unique soul belongs to Ramewl from the main story.

QUACHO QUEEN ★

Masteries: Banishra, Double Smash, Unstacked Evasion+, Magic Defense+++, Thunder Resistance++, Resist Sleep

QUACHO QUEEN ★



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	◢	( )	⊠	▲	HP	🗡	🪄	🛡	◢	( )
165	4	13	13	12	17	26	L	5	4	2	2	1	5	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	⛰	✴	☾	⁘	◎	zᶻ	⊖	?	😠	🕒	💀
0	25	-50	25	50	-25	25	-25	-25	-25	0	25	25	25	25	-25

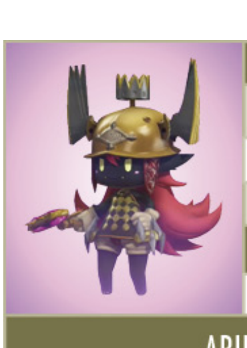
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Blizzaga, Watera, Waterga, Cura, Sweet Breath, HP+, HP++, Strength+, Defense+, Defense+, Magic+, Magic++, Magic++, Magic Defense+, Agility+, Accuracy+, Accuracy++, Evasion+, Evasion+, Critical+, Enhanced Cure, Extreme Bomber, Blank Space, Blank Space, Blank Space	Mega Phoenix	The Sunken Temple	Restore HP; requires a Quacho Queen★ prism

DESCRIPTION: A ruler who aspires to greatness, but falls apart in the presence of human males. There is no quacho king. She's a bit arrogant, and rarely addresses people in the second person, but try not to hold it against her. ★SUI GENERIS: This unique soul belongs to the Quacho Queen from the main story.

PRINCESS GOBLIN ★

Masteries: Blizzara, Vertical Cleave, Recycle, HP+++, Water Resistance++, Resist Blindness

PRINCESS GOBLIN ★



STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	◢	( )	⊠	▲	HP	🗡	🪄	🛡	◢	( )
140	4	15	15	15	15	24	M	4	2	3	3	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	⛰	✴	☾	⁘	◎	zᶻ	⊖	?	😠	🕒	💀
25	-25	25	-25	-25	25	-25	25	-25	-25	0	25	25	-25	25	0

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Cura, Esuna, Raise, Protect, Princess's Charm, Flash, HP+, HP+, Strength++, Defense+, Defense+, Defense++, Magic+, Magic Defense++, Agility+, Accuracy+, Accuracy++, Evasion+, Evasion+, Critical++, Expendable Ribbon, Auto-Phoenix, Blank Space, Blank Space, Blank Space	Turbo Ether	Cornelia Region	Inflict blindness; requires a Princess Goblin★ prism

DESCRIPTION: The princess of the goblins. Also the princess of getting the wrong idea. Her helmet's horns move when she gets worked up; no one has stuck around long enough to figure out why. ★SUI GENERIS: This unique soul belongs to the Princess Goblin from the main story.

ULTROS ★

Masteries: Earthquake, Regen, SOS Regen, Magic+++, Thunder Resistance++, Resist Oblivion

ULTROS ★

STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	◢	( )	⊠	▲	HP	🗡	🪄	🛡	◢	( )
177	4	13	13	17	14	21	L	6	5	2	2	5	3	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	⛰	✴	☾	⁘	◎	zᶻ	⊖	?	😠	🕒	💀
-50	0	-25	0	50	25	-25	25	-25	-25	0	50	0	0	0	0

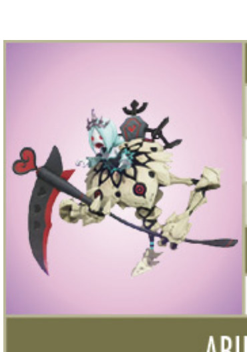
ABILITIES	DROPS	HABITAT	PRISMTUNITY
Water, Watera, Reflect, Tsunami, Thunderbolt, Dark, Octentade, HP++, HP++, Strength++, Strength++, Defense+, Magic++, Magic Defense++, Agility+, Accuracy+, Accuracy+, Evasion+, Critical+, Critical+, Critical++, Enhanced Water, Blank Space, Blank Space, Blank Space	–	The Coliseum	Face the Mirage with only one party member; requires an Ultros★ prism Like Princess Flan, imprisming the unique version of Ultros requires you to face him with a single Keeper, which means everyone else in your party has to be KO'd at the time.

DESCRIPTION: A tentacled terror that absolutely loves the ladies. (The feeling is not mutual.) Seriously strong, seriously annoying. For better or for worse, and for all the wrong reasons, he's a legend. ★SUI GENERIS: This unique soul belongs to Ultros from the main story.

UNDEAD PRINCESS ★

Masteries: Aerora, Ultimate Focus, Celestriad, Magic+++, Light Resistance, Resist Berserk

UNDEAD PRINCESS ★

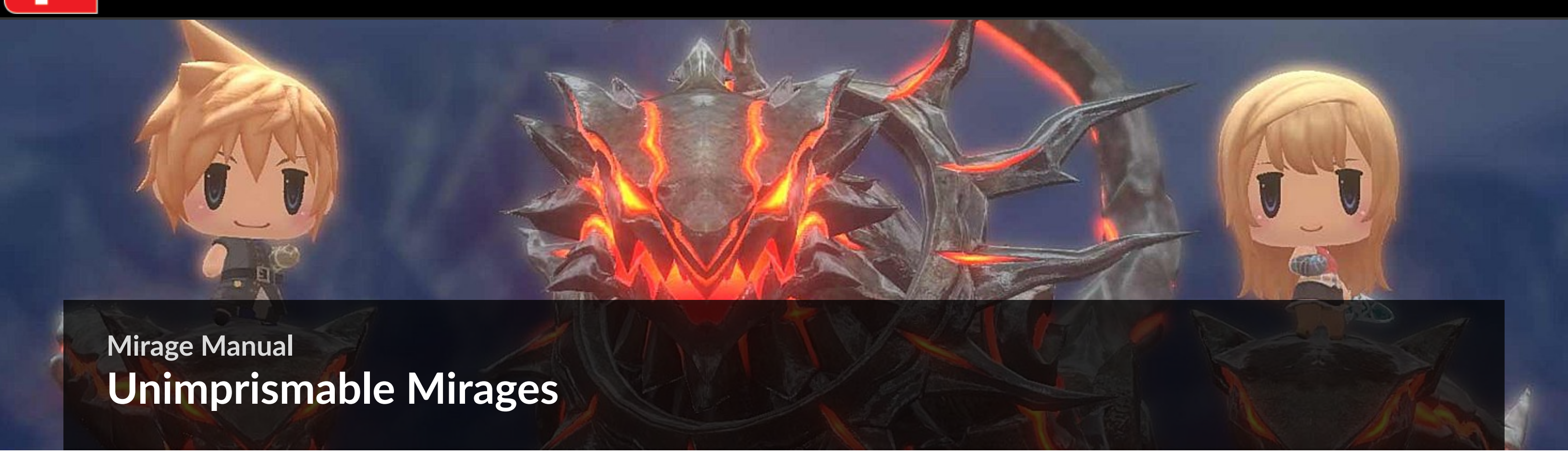


STATS									GROWTH RATINGS					
HP	AP	🗡	🪄	🛡	◢	( )	⊠	▲	HP	🗡	🪄	🛡	◢	( )
143	4	15	16	13	17	20	L	5	3	3	4	2	4	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
🔥	❄	⚡	🌀	💧	⛰	✴	☾	⁘	◎	zᶻ	⊖	?	😠	🕒	💀
-50	0	25	-25	0	25	-25	50	0	-25	-25	0	-25	25	-50	50

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Syphon, Slow, Dark, Possession Rush, Dread Gaze, Hypnosis, HP+, HP++, Strength+, Strength+, Strength++, Defense+, Magic+, Magic++, Magic Defense+, Agility+, Accuracy+, Evasion+, Critical++, Dark Converter, Reaper Lore, Revivify, Blank Space, Blank Space, Blank Space	Mega Phoenix	Ice Region	Light attacks; requires an Undead Princess★ prism

DESCRIPTION: Everyone's favorite undead princess. Seems to maybe sort of have a history with Sherlotta? Hmm… If she's a princess, shouldn't she have a kingdom? But let's not go there… It's a dead end. ★SUI GENERIS: This unique soul belongs to the Undead Princess from the main story.

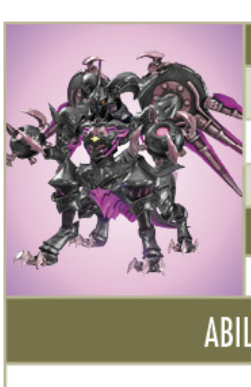


Mirage Manual

Unimprismable Mirages

Then there are these guys: the bosses, servants, and non-Mirages you'll face over the course of your time in the World of Final Fantasy. We don't know that much about them, really, but here's what we do know:

SUPRALTIMA WEAPON



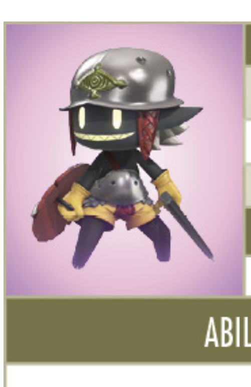
STATS									GROWTH RATINGS					
HP	AP								HP					
???	???	???	???	???	???	???	L	???	5	3	3	5	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
???	???	???	???	???	???	???	???	???	???	???	???	???	???	???	???

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Ultima, Full Power!	Elixir	—	—

DESCRIPTION: This thing's power levels are off the charts. Exists only to destroy everyone and everything. Trying to cook up a name that sounds more powerful than "ultima" was actually kind of hard. We're still not entirely pleased with the results, but hopefully you'll be too busy getting your keister handed to you to notice or care.

GIANT GOBLIN



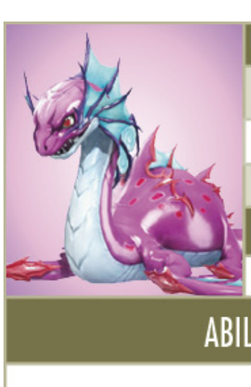
STATS									GROWTH RATINGS					
HP	AP								HP					
???	???	???	???	???	???	???	L	???	5	4	3	4	1	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
???	???	???	???	???	???	???	???	???	???	???	???	???	???	???	???

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Super Gobsmacker	Mega Phoenix, Arma Gem	—	—

DESCRIPTION: A giant goblin, but not a Jiant goblin. Carries a big sword that (thankfully!) rarely hits the mark. Its hobbies include eating, sleeping, eating, eating, sleeping, and…well, you get the idea.

SYLDRA



STATS									GROWTH RATINGS					
HP	AP								HP					
???	???	???	???	???	???	???	L	???	3	1	4	4	4	1

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
???	???	???	???	???	???	???	???	???	???	???	???	???	???	???	???

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thunderstorm	Elixir	—	—

DESCRIPTION: Faris's best friend, and her ship's primary means of motion. Wait…does that make her ship a sea chariot? Oh, and don't worry. There won't be any tearful beach good-byes on this adventure.

GRANDFENRIR

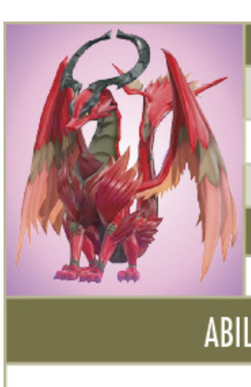
STATS									GROWTH RATINGS					
HP	AP								HP					
???	???	???	???	???	???	???	L	???	3	4	3	1	2	4

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
???	???	???	???	???	???	???	???	???	???	???	???	???	???	???	???

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Ice Storm, Gnaw, Call For Help	Mega Phoenix, Fenrir Memento	—	—

DESCRIPTION: A fearsome fenrir that lives in Icicle Ridge. Aka the alpha nakk. Sadly, there's no such thing as a great-grandfenrir (yet!) or a grandfenrir clock (also yet!) but progress is swift in Grymoire, so you never know.

MEGA RED DRAGON



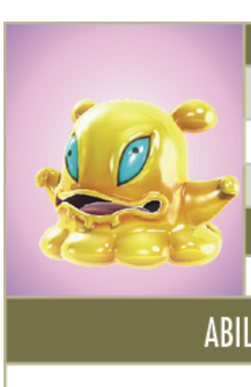
STATS									GROWTH RATINGS					
HP	AP								HP					
???	???	???	???	???	???	???	L	???	5	1	2	1	2	5

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
???	???	???	???	???	???	???	???	???	???	???	???	???	???	???	???

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fire, Blaze, Gnaw, Flare Star+	Mega Phoenix, Arma Gem	—	—

DESCRIPTION: A ginormous fire dragon. Everyone *else* has to go through this thing's growing pains. Unleashes a powerful fire ability as it loses HP. One of these babies could probably keep an entire city warm throughout the winter.

GOLDEN FLAN



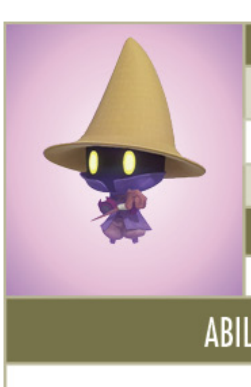
STATS									GROWTH RATINGS					
HP	AP								HP					
???	???	???	???	???	???	???	L	???	4	3	3	5	1	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
???	???	???	???	???	???	???	???	???	???	???	???	???	???	???	???

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Thundara, Crush	Mega Phoenix, Arma Gem	—	—

DESCRIPTION: A massive, gelatinous tower of flan. If left to its own gurgling devices, it will grow and grow and grow. The name may make it sound tasty, but remember: in Grymoire, flan eats you.

BLACK MAGE



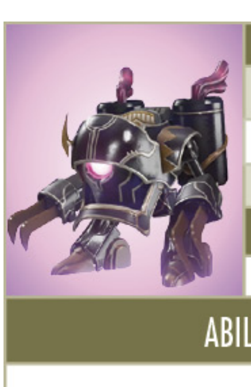
STATS									GROWTH RATINGS					
HP	AP								HP					
???	???	???	???	???	???	???	L	???	2	2	4	2	4	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
???	???	???	???	???	???	???	???	???	???	???	???	???	???	???	???

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Fire, Blizzard, Thunder	—	—	—

DESCRIPTION: While these guys look like your regular flesh-and-blood black mages, they're a little different. These are artificial soldiers created by… Well, that's a story in itself, and not one we're about to spoil here. How do they prove that they exist? Maybe they don't exist...

MAGITEK ARMOR B



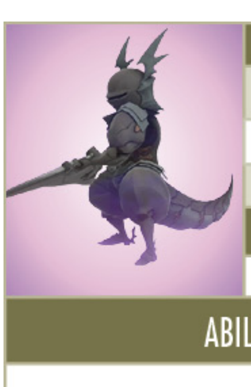
STATS									GROWTH RATINGS					
HP	AP								HP					
???	???	???	???	???	???	???	L	???	3	2	5	2	4	2

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
???	???	???	???	???	???	???	???	???	???	???	???	???	???	???	???

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Magitek Missile	—	—	—

DESCRIPTION: An amalgam of magic and technology, this mobile armor powers up when carrying a magically gifted individual. The "B" stands for "black," not "beta." Recommended for those who take their Magitek armor like their coffee.

BAHAMUTIAN SOLDIER



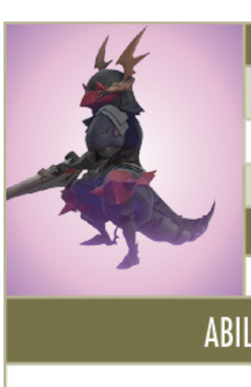
STATS									GROWTH RATINGS					
HP	AP								HP					
???	???	???	???	???	???	???	L	???	4	3	3	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
???	???	???	???	???	???	???	???	???	???	???	???	???	???	???	???

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Double Thrust	Phoenix Down	—	—

DESCRIPTION: A soldier in the Bahamutian Army. They, too, can control Mirages, and use those Mirages to attack the Federation's enemies. Many Grymoirian Lilikin have been led to believe that the Federation will transform them into Jiants so they can fit in that armor; they must merely prove they are souls worth choosing…

BAHAMUTIAN COMMANDER



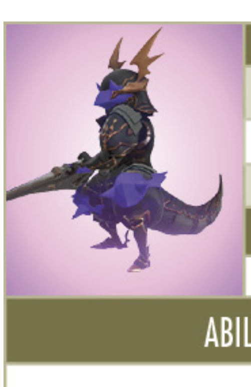
STATS									GROWTH RATINGS					
HP	AP								HP					
???	???	???	???	???	???	???	L	???	4	3	3	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
???	???	???	???	???	???	???	???	???	???	???	???	???	???	???	???

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Cure	Phoenix Down	—	—

DESCRIPTION: An officer in the Bahamutian Army. Naturally, officers are more powerful than your average soldier. It is not possible for a Lilikin to become a Jiant. So then what, exactly, is this?

FEDERATION GUARD



STATS									GROWTH RATINGS					
HP	AP								HP					
???	???	???	???	???	???	???	L	???	3	3	3	3	3	3

ELEMENTAL RESISTANCE								AILMENT RESISTANCES							
???	???	???	???	???	???	???	???	???	???	???	???	???	???	???	???

ABILITIES	DROPS	HABITAT	PRISMTUNITY
Tower Breaker, Bravery, Venom Lance	Mega Phoenix, Arma Gem	—	—

DESCRIPTION: These elite soldiers in the Bahamutian Army command Mirages with exquisite tactical skill. Inside that armor lurks not a person, but a cunning monster from another world…

Encyclopedia

Abilities

Whether they're magic spells, special attacks, passive enhancements, or the occasional bit of dungeon assistance, your skills in World of Final Fantasy all fall under the general header of Abilities. This list should give you a handy reference sheet for what they all do, to help you plan your stacks in the field.

Legend

Ability Name	Well, you have to call it something. Otherwise, they're all "that spell that does the thing."
AP Cost	The cost, in Action Points, if any, to use the Ability (unmodified in the following table).
Description	The in-game description of what the Ability does.
Type	For organization's sake, this indicates what kind of Ability this is. An Active Ability has no effect unless you choose to use it; Passive Abilities constantly confer their benefits without your involvement; Stat Boost Abilities permanently confer a bonus to the listed statistic or resistance; and Support Abilities are used in the field to help Lann and Reynn progress past obstacles.
Element/Ailment	The elemental and/or ailment type associated with the attacks.
Effect	Generally, the Ability's in-game description tells the whole story. In the event it doesn't, there'll be an extra note here to clarify or expound.

THE MIRAJEWEL SOLUTION

Abilities marked with an * sign are the more potent version gained from mirajewels. While Mirages can obtain the various Resist Abilities via Mastery or Ability seeds, thus raising their natural resistances, Lann and Reynn can equip mirajewels with the same name that confer total immunity to the listed effect.

Further, resist mirajewels' immunity cannot be diminished by stacking through Mirages' stats. For example, if Reynn has a resist Sleep mirajewel equipped, and gets into a stack with a Cerberus (-50 Sleep resistance) and a moogle (-25 Sleep resistance), the stack is still 100% immune to Sleep effects.

The "Ribbon" of World of Final Fantasy, then, is using Lann and Reynn's mirajewel slots to equip a full complement of resist mirajewels, thus conferring total status effect immunity.

The Master List

Ability Name	AP Cost	Description	Type	Element/Ailment	Effect
1,000 Meedles	3	RANDOM: Inflict a fixed amount of neutral physical damage. Hits multiple times.	Active	Physical	–
1,000 Needles	4	SINGLE: Inflict a fixed amount of neutral physical damage.	Active	Physical	–
Absorb-MAG	5	SINGLE: Inflict magic ↓ /magic defense ↓ . SELF: Gain magic ↑ /magic defense ↑ .	Active	–	–
Absorb-PHY	5	SINGLE: Inflict strength ↓ /defense ↓ . SELF: Gain strength ↑ /defense ↑ .	Active	–	–
Abyss	5	SINGLE: Inflict magical dark damage.	Active	Dark	–
Accuracy+	–	PASSIVE: Slightly raises accuracy.	Stat Boost	–	–
Accuracy++	–	PASSIVE: Raises accuracy.	Stat Boost	–	–
Accuracy+++	–	PASSIVE: Greatly raises accuracy.	Stat Boost	–	–
Accursed Gaze	4	SINGLE: Inflict neutral magical damage/slow.	Active	Magical/Slow	–
Acid Fang	4	SINGLE: Inflict neutral physical damage/defense ↓ . TOPPLE STRENGTH: Medium	Active	Physical	–
Acid Mist	4	ALL: Inflict magical water damage/defense ↓ .	Active	Water	–
Adrenaline	–	PASSIVE: Lessens the damage taken while HP is low.	Passive	–	–
Aero	3	SINGLE: Inflict magical wind damage.	Active	Wind	–
Aerora	5	SINGLE: Inflict magical wind damage.	Active	Wind	–
Aeroga	7	ALL: Inflict magical wind damage.	Active	Wind	Notably the only level-3 elemental spell that can't be learned via a Mirage Board.
Agility+	–	PASSIVE: Slightly raises agility.	Stat Boost	–	Permanently raises the Mirage's agility by 3-4.
Agility++	–	PASSIVE: Raises agility.	Stat Boost	–	Permanently raises the Mirage's agility by 7-10.
Ailment AP Boost	–	PASSIVE: While afflicted by status ailments, raises the amount of AP restored each turn.	Passive	–	–
Ailment Regen	–	PASSIVE: Bestows regen while afflicted by a status ailment.	Passive	–	–
All Resistances+	–	PASSIVE: Raises all element resistances.	Passive	–	Permanently raises all elemental resistances by 5.
Ambush	–	PASSIVE: Ensures the initial action of a preemptive strike will result in a critical.	Passive	–	–
Anaphylaxis	–	PASSIVE: Raises critical chance when attacking a poisoned target.	Passive	–	–

Antibodies	–	PASSIVE: Gradually raises resistance to all status ailments each time one is incurred.	Passive	–	–
Anti-Magic Coating	–	PASSIVE: Lessens magical damage taken.	Passive	–	–
Aqua Spikes	–	PASSIVE: Allows one to sometimes counter with water when hit.	Passive		–
Arcane Counterstance	3	SELF: Enter counterstance and retaliate against magical attacks.	Active	–	–
Arenaceous Body	–	PASSIVE: Gives a chance of nullifying damage.	Passive	–	–
Arise	7	ALL: Revive KO'd allies and restore a moderate amount of HP.	Active	–	–
Armor Piercer	6	SINGLE: Inflict neutral physical damage/defense ↓. TOPPLE STRENGTH: Medium	Active	Physical	–
Assassin's Dagger	6	SINGLE: Inflict physical fire damage/death. TOPPLE STRENGTH: Low	Active	Physical/Fire/Death	–
Assault	–	PASSIVE: Raises all damage dealt during the first two turns of combat.	Passive	–	–
Atomic Impact	15	ALL: Inflict physical dark damage. TOPPLE STRENGTH: High	Active	Physical/Dark	–
Auspicious Theme	5	ALL: Bestow accuracy ↑/evasion ↑.	Active	–	–
Auto-Hi-Potion	–	PASSIVE: Automatically expends a hi-potion if an attack lowers HP below a certain amount.	Passive	–	–
Auto-Phoenix	–	PASSIVE: Automatically expends phoenix down when an ally is KO'd.	Passive	–	–
Auto-Potion	–	PASSIVE: Automatically expends a potion if an attack lowers HP below a certain amount.	Passive	–	–
Auto-Protect	–	PASSIVE: Continually bestows Protect.	Passive	–	–
Auto-Shell	–	PASSIVE: Continually bestows Shell.	Passive	–	–
Bad Breath	8	SINGLE: Inflict Poison/Blindness/Oblivion/Slow/Confusion.	Active	Poison/Blindness/Oblivion/Slow/Confusion	–
Balance	4	SINGLE: Restore stability.	Active	–	–
Balancega	8	ALL: Restore stability.	Active	–	–
Banish	3	SINGLE: Inflict magical light damage.	Active	Light	–
Banishra	5	SINGLE: Inflict magical light damage.	Active	Light	–
Bask	4	SELF: Recover HP and gain Regen.	Active	–	–
Battery Powered	–	PASSIVE: Reduces all AP costs by 1. AP fully recharges for each battle, but less recovers each turn.	Passive	–	–
Berserk	2	SINGLE: Force a target to use the "Attack" command, but for greater damage.	Active	Berserk	–
Bewitching Gaze	6	SINGLE: Inflict neutral magical damage/Doom.	Active	Magical/Doom	–
Bewitching Whisper	4	RANDOM: Inflict Confusion. Hits multiple times.	Active	Confusion	–
Bile	3	SINGLE: Inflict magical water damage/defense ↓.	Active	Water	–
Bio	3	SINGLE: Inflict neutral magical damage/poison.	Active	Magical/Poison	–

Blades	6	SINGLE: Inflict neutral magical damage. TOPPLE STRENGTH: High	Active	Magical	–
Blank Space	–	You can use seeds on this space to learn custom abilities.	Passive	–	Blank Spaces can be overwritten by fresh seeds, but it destroys the original seed.
Blaze	5	ALL: Inflict magical fire damage.	Active	Fire	–
Blaze Spikes	–	PASSIVE: Allows one to sometimes counter with fire when hit.	Passive	Fire	–
Blizzard	3	SINGLE: Inflict magical ice damage.	Active	Ice	–
Blizzara	5	SINGLE: Inflict magical ice damage.	Active	Ice	–
Blizzaga	7	ALL: Inflict magical ice damage.	Active	Ice	–
Bloodfang	4	SINGLE: Absorb HP and inflict Poison. TOPPLE STRENGTH: Low	Active	Poison	–
Blossom Storm	10	RANDOM: Inflict neutral magical damage. Hits 9 times.	Active	Magical	–
Body Slam	4	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: High	Active	Physical	–
Bold Maneuver	6	ALL: Inflict neutral magical damage.	Active	Magical	–
Bravery	4	SINGLE: Raise physical damage.	Active	–	–
Breach Blast	8	ALL: Inflict magical water damage.	Active	Water	–
Breather	1	SELF: Recover HP and remove all status ↓ effects.	Active	–	–
Bulldozer	7	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: High	Active	Physical	–
Bypass Reflect	–	PASSIVE: Allows one to bypass reflect when casting magic.	Passive	–	–
Cat Claw	4	SINGLE: Inflict neutral physical damage/Sleep. TOPPLE STRENGTH: Medium	Active	Physical/Sleep	–
Celestriad	–	PASSIVE: Allows abilities to sometimes be used without expending AP.	Passive	–	–
Chaos Beak	4	SINGLE: Inflict neutral physical damage/Confusion/Death. TOPPLE STRENGTH: Medium	Active	Physical/Confusion/Death	–
Chaos Wave	9	ALL: Inflict neutral magical damage.	Active	Magical	–
Charge	0	SELF: Recover AP.	Active	–	–
Chill	–	SUPPORT: Cool hot areas or freeze water.	SUPPORT	–	–
Choco MAX	10	ALL: Inflict neutral physical damage. TOPPLE STRENGTH: Medium	Active	Physical	–
Chocobo Kick	4	SINGLE: Inflict neutral physical damage. Hits multiple times. TOPPLE STRENGTH: Medium	Active	Physical	–
Circumvent	6	ALL: Remove positive status effects.	Active	–	–
Cluster	3	RANDOM: Inflict neutral magical damage. Hits multiple times. Also harms the wielder. Scales to HP.	Active	Magical	–
Confuse	3	SINGLE: Inflict confusion.	Active	Confusion	–
Confusion Counter	–	PASSIVE: When hit, sometimes inflicts confusion on the assailant.	Passive	Confusion	–

Constrict	5	SINGLE: Inflict neutral physical damage. Scales to HP. TOPPLE STRENGTH: High	Active	Physical	–
Cornered Beast	–	PASSIVE: While HP is low, raises evasion chance/critical chance/accuracy.	Passive	–	–
Counter	–	PASSIVE: Allows non-ranged attacks to sometimes be countered.	Passive	Physical	Can only counter physical attacks.
Counterstance	3	SELF: Enter counterstance and retaliate against non-ranged attacks.	Active	Physical	–
Courage Under Fire	–	PASSIVE: Raises physical damage as HP gets lower.	Passive	–	–
Cover	–	PASSIVE: If HP is high enough, allows one to sometimes take damage in place of an imperiled ally.	Passive	–	–
Crimson Cyclone	11	ALL: Inflict magical fire damage/strength ↓.	Active	Fire	–
Critical AP Hike	–	PASSIVE: Restores AP upon landing a critical hit.	Passive	–	–
Critical Guard	–	PASSIVE: Lessens the damage taken from critical attacks.	Passive	–	–
Critical+	–	PASSIVE: Slightly raises critical chance.	Stat Boost	–	–
Critical++	–	PASSIVE: Raises critical chance.	Stat Boost	–	–
Critical+++	–	PASSIVE: Greatly raises critical chance.	Stat Boost	–	–
Crusher	4	SINGLE: Inflict physical water damage. TOPPLE STRENGTH: High	Active	Water	–
Crystalline Flare	7	SINGLE: Inflict neutral magical damage/Blindness.	Active	Magical/Blindness	–
Cure	3	SINGLE: Restore HP.	Active	–	–
Cura	5	SINGLE: Restore HP.	Active	–	–
Curaga	7	ALL: Restore HP.	Active	–	–
Dance With Me!	5	ALL: Inflict Berserk.	Active	Berserk	–
Dark	4	SINGLE: Inflict magical dark damage/Blindness.	Active	Dark/Blindness	–
Dark Converter	–	PASSIVE: Restores AP upon taking dark damage.	Passive	–	–
Dark Mysteries	7	SINGLE: Inflict magical dark damage.	Active	Dark	–
Dark Resistance+	–	PASSIVE: Raises dark resistance.	Passive	–	Permanently raises the Mirage's dark resistance by 25.
Dark Resistance++	–	PASSIVE: Raises dark resistance.	Passive	–	Permanently raises the Mirage's dark resistance by 50.
Dark Resistance+++	–	PASSIVE: Raises dark resistance.	Passive	–	Permanently raises the Mirage's dark resistance by 75.
Death	8	SINGLE: Inflict Death.	Active	Death	Instant KO.

Death Beak	3	SINGLE: Inflict neutral physical damage/Poison/Death. TOPPLE STRENGTH: medium.	Active	Physical/Poison	–
Deep Freeze	11	SINGLE: Inflict physical ice damage/evasion ↓. TOPPLE STRENGTH: Medium	Active	Physical/Ice	–
Defense+	–	PASSIVE: Slightly raises defense.	Passive	–	Permanently increases the Mirage's defense by 5.
Defense++	–	PASSIVE: Raises defense.	Stat Boost	–	Permanently increases the Mirage's defense by 10.
Defense+++	–	PASSIVE: Greatly raises defense.	Passive	–	Permanently increases the Mirage's defense by 50.
Destroyer	2	SELF: Gain Berserk/Haste.	Active	Berserk/Haste	–
Diamond Dust	11	ALL: Inflict magical ice damage.	Active	Ice	–
Dispel	2	SINGLE: Remove positive status effects.	Active	–	–
Dispel Counter	–	PASSIVE: Allows one to sometimes counter with Dispel.	Passive	–	–
Dispelga	6	ALL: Remove positive status effects.	Active	–	–
Doom	5	SINGLE: Automatically KO a target when the countdown runs out.	Active	Death	–
Double Attack	3	SINGLE: Inflict neutral physical damage. Hits twice. TOPPLE STRENGTH: Medium	Active	Physical	–
Double Cut	5	SINGLE: Inflict neutral physical damage. Hits 4 times. TOPPLE STRENGTH: Medium	Active	Physical	–
Double Smash	4	RANDOM: Inflict neutral physical damage. Hits twice. TOPPLE STRENGTH: Medium	Active	Physical	–
Drain	4	SINGLE: Use dark power to absorb HP.	Active	Dark	If the enemy absorbs Dark damage, this will hurt the player.
Draining Claw	3	SINGLE: Inflict physical dark damage and absorb HP. TOPPLE STRENGTH: Medium	Active	Physical/Dark	–
Draintouch	–	PASSIVE: Allows some of the damage dealt by "Attack" to be absorbed as HP.	Passive	–	–
Dread Gaze	8	SINGLE: Inflict neutral magical damage/Confusion/Death.	Active	Magical/Confusion/Death	–
Dread Spikes	–	PASSIVE: Allows one to sometimes counter with Drain.	Passive	–	–
Earth Resistance+	–	PASSIVE: Raises earth resistance.	Passive	Earth	Permanently raises a Mirage's earth resistance by 25.
Earth Resistance++	–	PASSIVE: Raises earth resistance.	Passive	Earth	Permanently raises a Mirage's earth resistance by 50.
Earth Resistance+++	–	PASSIVE: Raises earth resistance.	Passive	Earth	Permanently raises a Mirage's earth resistance by 75.
Earthquake	6	ALL: Inflict magical earth damage.	Active	Earth	–

Eclipse Bite	8	SINGLE: Inflict physical dark damage. High critical chance. TOPPLE STRENGTH: Medium	Active	Physical/Dark	—
Element Absorber	—	PASSIVE: When hit, sometimes absorbs elemental damage.	Passive	—	—
Endless Blessings	—	PASSIVE: Slightly increases the duration of abilities that grant positive effects.	Passive	—	—
Endless Nightmare	—	PASSIVE: Slightly increases the duration of status ailments one inflicts.	Passive	—	—
Energy Ray	10	ALL: Inflict neutral magical damage.	Active	Magical	—
Enhanced Attack	—	PASSIVE: Raises damage dealt by the “Attack” command.	Passive	—	—
Enhanced Criticals	—	PASSIVE: Raises critical damage.	Passive	—	—
Enhanced Cure	—	PASSIVE: Improves the effectiveness of HP recovery abilities.	Passive	—	—
Enhanced Earth	—	PASSIVE: Raises earth ability damage.	Passive	Earth	—
Enhanced Fire	—	PASSIVE: Raises fire ability damage.	Passive	Fire	—
Enhanced Ice	—	PASSIVE: Raises ice ability damage.	Passive	Ice	—
Enhanced Light	—	PASSIVE: Raises light ability damage.	Passive	Light	—
Enhanced Thunder	—	PASSIVE: Raises thunder ability damage.	Passive	Thunder	—
Enhanced Water	—	PASSIVE: Raises water ability damage.	Passive	Water	—
Enhanced Wind	—	PASSIVE: Raises wind ability damage.	Passive	Wind	—
Entropy	—	PASSIVE: Randomly raises or lessens the topple strength of attacks.	Passive	—	—
Equilibrium	—	PASSIVE: Halves stability loss while HP is full.	Passive	—	—
Esuna	3	SINGLE: Remove status ailments.	Active	—	As is traditional, removes every status ailment at once from a single target.
Esunaga	8	ALL: Remove status ailments.	Active	—	As is traditional, removes every status ailment at once from the entire team.
Evade & Counter	—	PASSIVE: Raises evasion chance and allows one to potentially counter if successful.	Passive	—	—
Evasion+	—	PASSIVE: Slightly raises evasion chance.	Stat Boost	—	—
Evasion++	—	PASSIVE: Raises evasion chance.	Stat Boost		—
Evasion+++	—	PASSIVE: Greatly raises evasion chance.	Stat Boost	—	—
Everyone’s Grudge	6	ALL: Inflict magical dark damage. Power increases relative to accrued damage.	Active	Dark	—
Evil Mist	8	ALL: Inflict magical dark damage/Poison.	Active	Dark/Poison	—
Expendable Ribbon	—	PASSIVE: Ensures the first status ailment incurred in each battle is nullified. Works on most ailments.	Passive	—	—
Explode	2	ALL: Inflict neutral magical damage. Also harms allies. Scales to HP.	Active	Magical	—
Extra Needles	—	PASSIVE: Raises the damage of needle attacks.	Passive	—	—

Extreme Bomber	—	PASSIVE: Allows physical attacks to sometimes be countered. The lower one's HP, the stronger the blow.	Passive	—	—
Faith	4	SINGLE: Raise magical damage.	Active	—	—
Fire	3	SINGLE: Inflict magical fire damage.	Active	Fire	—
Fira	5	SINGLE: Inflict magical fire damage.	Active	Fire	—
Firaga	7	ALL: Inflict magical fire damage.	Active	Fire	—
Fire Beam	6	SINGLE: Inflict magical fire damage.	Active	Fire	—
Fire Breath	7	ALL: Inflict magical fire damage. Scales to HP.	Active	Fire	—
Fire Converter	—	PASSIVE: Restores AP upon taking fire damage.	Passive	—	—
Fire Resistance+	—	PASSIVE: Raises fire resistance.	Passive	—	Permanently raises the Mirage's fire resistance by 25.
Fire Resistance++	—	PASSIVE: Raises fire resistance.	Passive	—	Permanently raises the Mirage's fire resistance by 50.
Fire Resistance+++	—	PASSIVE: Raises fire resistance.	Passive	—	Permanently raises the Mirage's fire resistance by 75.
First Strike	—	PASSIVE: Raises the odds of a preemptive strike.	Passive	—	—
Flames of Rebirth	9	ALL: Inflict magical fire damage and revive all allies.	Active	Fire	—
Flaming Hell	6	ALL: Inflict magical fire damage.	Active	Fire	—
Flare	9	SINGLE: Inflict neutral magical damage.	Active	Magical	—
Flare Star	10	ALL: Inflict magical fire damage.	Active	Fire	—
Flash	3	ALL: Inflict Blindness.	Active	Blindness	—
Flee	—	PASSIVE: Guarantees escape as long as an enemy can be fled from.	Passive	—	—
Flutter	—	SUPPORT: Fly Reynn and Lann a short distance.	Support	—	—
Focus	0	SELF: Raise the damage dealt by one's next attack.	Active	—	—
Forest Nocturne	4	RANDOM: Restore HP. Takes effect multiple times.	Active	—	—
Foxfire	4	SINGLE: Inflict magical fire damage.	Active	Fire	For stack Ability purposes, works identically to Fire.
Frenzy Walnut	2	SELF: Recover HP and gain Regen/Berserk.	Active	Berserk	—
Full Output	8	ALL: Inflict neutral magical damage.	Active	Magical	—
Full Power!	6	SINGLE: Inflict neutral physical damage and raise the power of your next attack.	Active		—
Gaia's Wrath	11	ALL: Inflict magical earth damage. TOPPLE STRENGTH: Medium	Active	Earth	—

Gaze	4	SINGLE: Inflict neutral magical damage/Confusion.	Active	Magical/Confusion	–
Gelatinous Body	–	PASSIVE: Lessens physical damage taken, but raises magical damage taken.	Passive	–	–
Gentle Mist	5	ALL: Restore HP and bestow Regen.	Active	–	–
Geocrush	6	SINGLE: Inflict physical earth damage. TOPPLE STRENGTH: High	Active	Physical/Earth	–
Gilfinder	–	PASSIVE: Increases the amount of gil obtained in battle.	Passive	–	–
Gimme an elixir!	–	PASSIVE: Causes elixirs received to raise various stats.	Passive	–	–
Gnaw	3	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: Medium	Active	Physical	–
Goblin Eye Gouge	3	SINGLE: Inflict neutral physical damage/Blindness. TOPPLE STRENGTH: Medium	Active	Physical/Blindness	–
Goblin Punch	4	RANDOM: Inflict neutral physical damage. Hits multiple times. TOPPLE STRENGTH: Low	Active	Physical	–
Grand Sword	5	ALL: Inflict neutral physical damage. TOPPLE STRENGTH: High	Active	Physical	–
Gravity	10	SINGLE: Eliminate 1/4 of the target's remaining HP.	Active	–	–
Gravija	20	ALL: Eliminate 1/4 of the targets' remaining HP.	Active	–	–
Gravity Counter	–	PASSIVE: Allows one to sometimes counter with Gravity.	Passive	–	–
Great Sandstorm	9	ALL: Inflict physical earth damage/wind damage/Blindness.	Active	Earth/Wind/Blindness	–
Guardian Glow	2	ALL: Bestow defense ↑/magic defense ↑.	Active	–	–
Gungnir	4	ALL: Inflict neutral physical damage. TOPPLE STRENGTH: High	Active	Physical	–
Haste	4	SINGLE: Speed ↑ how often the target takes a turn.	Active	–	–
Healing Horn	6	ALL: Remove status ailments and restore HP.	Active	–	–
Heave	4	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: Very High	Active	Physical	–
Heavenly Wrath	7	SINGLE: Inflict physical light damage. Hits 4 times. TOPPLE STRENGTH: High	Active	Light	–
Heaven's Wrath	11	RANDOM: Inflict magical thunder damage. Hits 8 times.	Active	Thunder	–
Heavy Counter	–	PASSIVE: Allows non-ranged attacks to sometimes be countered with a powerful blow.	Passive	–	–
Heavy Magic Counter	–	PASSIVE: Allows magical attacks to sometimes be countered with a powerful blow.	Passive	–	–
Hellfire	11	ALL: Inflict magical fire damage.	Active	Fire	–
Hi-Speed Op	–	PASSIVE: Automatically restores HP if an attack lowers HP below a certain amount.	Passive	–	–
Holy	9	SINGLE: Inflict magical light damage.	Active	Light	–
Horn	3	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: Medium	Active	–	–

Howl	4	ALL: Bestow evasion ↑ /accuracy ↑.	Active	–	–
Howling Moon	4	SELF: Gain Berserk/Haste/evasion ↑.	Active	–	–
HP+	–	PASSIVE: Slightly raises HP.	Stat Boost	–	Permanently increases the Mirage's maximum HP by 5% of its base, before any other HP boosts are applied.
HP++	–	PASSIVE: Raises HP.	Stat Boost	–	Permanently increases the Mirage's maximum HP by 10% of its base, before any other HP boosts are applied.
HP+++	–	PASSIVE: Greatly raises HP.	Stat Boost	–	Permanently increases the Mirage's maximum HP by 25% of its base, before any other HP boosts are applied.
Hydrotwister	6	SINGLE: Inflict magical water damage. Bypasses defense.	Active	Water	–
Hyper Mode	–	PASSIVE: If HP is full, gives attacks a chance of bestowing Bravery/Faith.	Passive	–	–
Hypnosis	4	SINGLE: Inflict Sleep.	Active	Sleep	–
Ice Beam	6	SINGLE: Inflict magical ice damage.	Active	Ice	–
Ice Converter	–	PASSIVE: Restores AP upon taking ice damage.	Passive	–	–
Ice Resistance+	–	PASSIVE: Raises ice resistance.	Passive	–	Permanently raises a Mirage's ice resistance by 25.
Ice Resistance++	–	PASSIVE: Raises ice resistance.	Passive	–	Permanently raises a Mirage's ice resistance by 50.
Ice Resistance+++	–	PASSIVE: Raises ice resistance.	Passive	–	Permanently raises a Mirage's ice resistance by 75.
Ice Spikes	–	PASSIVE: Allows one to sometimes counter with ice when hit.	Passive	Ice	–
Ice Storm	5	ALL: Inflict magical ice damage.	Active	Ice	–
Impact Claw	3	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: High	Active	Physical	–
Imprism	0	SINGLE:Transfer a Mirage into a prismarium.	Active	–	Gives you a chance to imprism a Mirage. It is unusable unless there is a prismtunity.
Incisors	5	SINGLE: Inflict neutral physical damage/Poison/magic defense ↓. TOPPLE STRENGTH: Medium	Active	Physical/Poison	–

Induration	–	PASSIVE: Sometimes bestows defense ↑ upon taking a hit.	Passive	–	–
Initial AP Hike	–	PASSIVE: Restores AP at the start of battle.	Passive		–
Initiative	–	PASSIVE: Sometimes bestows haste at start of battle.	Passive	–	–
Invincible	–	PASSIVE: Gives a chance of nullifying damage.	Passive	–	–
Jet Fire	10	ALL: Inflict magical wind damage.	Active	Wind	–
Joyride	–	SUPPORT: Serve as a mode of transportation for Reynn and Lann.	Support	–	–
Judgment Bolt	11	ALL: Inflict magical thunder damage.	Active	Thunder	–
KERS	0	SELF: Recover AP and remove all status effects.	Active	–	–
Kishin	15	SINGLE: Inflict physical dark damage. TOPPLE STRENGTH: High	Active	Dark	–
Knife	4	SINGLE: Inflict neutral physical damage. Bypasses defense. TOPPLE STRENGTH: Medium	Active	Physical	–
Kuparrr!	4	RANDOM: Inflict neutral physical damage/Berserk. Hits multiple times. TOPPLE STRENGTH: Medium	Active	Physical/Berserk	–
Lambaste	3	SINGLE: Inflict neutral physical damage. Hits multiple times. TOPPLE STRENGTH: Medium	Active	Physical	–
Last Stand	–	PASSIVE: Once per battle, prevents HP from dropping to 0.	Passive	–	–
Leaf Dagger	3	SINGLE: Inflict physical wind damage/Poison. TOPPLE STRENGTH: Low	Active	Wind/Poison	–
Leech	3	SINGLE: Use dark power to absorb HP.	Active	Dark	–
Left Claw	3	SINGLE: Inflict neutral physical damage. Hits twice. TOPPLE STRENGTH: Low	Active	Physical	–
Leg Sweep	3	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: High	Active	Physical	–
Lethean Gaze	4	SINGLE: Inflict neutral magical damage/Oblivion.	Active	Physical/Oblivion	–
Lethean Punch	4	SINGLE: Inflict neutral physical damage/Oblivion. TOPPLE STRENGTH: Medium	Active	Physical/Oblivion	–
Libra	1	SINGLE: View useful information about the target.	Active	–	Reveals a Mirage's stats and the conditions for a prismtunity.
Light Converter	–	PASSIVE: Restores AP upon taking light damage.	Passive	–	
Light Resistance+	–	PASSIVE: Raises light resistance.	Stat Boost	–	Permanently raises the Mirage's light resistance by 25.
Light Resistance++	–	PASSIVE: Raises light resistance.	Stat Boost	–	Permanently raises the Mirage's light resistance by 50 or 75.

Love Serenade	7	RANDOM: Bestow defense ↑/magic defense ↑. Takes effect multiple times.	Active	–	–
Lullaby	7	ALL: Inflict Sleep.	Active	Sleep	–
Lust Dagger	5	SINGLE: Inflict physical fire damage/Slow. TOPPLE STRENGTH: Low	Active	Physical/Fire/Slow	–
Mage Masher	3	SINGLE: Inflict physical fire damage/magic ↓. TOPPLE STRENGTH: Low	Active	Physical/Fire	–
Magic Counter	–	PASSIVE: Alllows magical attacks to sometimes be countered.	Passive	–	–
Magic Defense+	–	PASSIVE: Slightly raises magic defense.	Stat Boost	–	Permanently raises the Mirage's magic defense by 5.
Magic Defense++	–	PASSIVE: Raises magic defense.	Stat Boost	–	Permanently raises the Mirage's magic defense by 10.
Magic Defense+++	–	PASSIVE: Greatly raises magic defense.	Stat Boost	–	Permanently increases the Mirage's magic defense stat by 50.
Magic+	–	PASSIVE: Slightly raises magic.	Stat Boost	–	Permanently raises the Mirage's magic by 5.
Magic++	–	PASSIVE: Raises magic.	Stat Boost	–	Permanently raises the Mirage's magic by 10.
Magic+++	–	PASSIVE: Greatly raises magic.	Stat Boost	–	Permanently increases the Mirage's magic by 50.
Magitek Circuitry	–	PASSIVE: Raises magical damage.	Passive	–	–
Mana's Paean	4	ALL: Bestow magic ↑.	Active	–	–
Megaflare	4	ALL: Inflict neutral magical damage. Power increases as the wielder's HP/AP decrease.	Active	Magical	–
Meltdown	–	PASSIVE: When hit while HP is 10% or less, causes one to self-destruct and harm allies.	Passive	–	–
Metal Cutter	3	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: High	Active	Physical	–
Metal Salvo	4	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: High	Active	Physical	–
Metallic Body	–	PASSIVE: Lessens all damage taken.	Passive	–	–
Meteor	11	RANDOM: Inflict neutral physical damage. Hits 4 times.	Active	Physical	–
Meteor Counterstance	6	SELF: Enter counterstance and use Meteor at AP cost to retaliate against attacks.	Active	–	–
Mightiest of Swords	4	SINGLE: Attack with the mightiest of swords.	Active	–	–
Mighty Guard	2	SELF: Gain protect/Shell.	Active	–	–

Mind Blast	4	SINGLE: Inflict neutral magical damage/Confusion/Oblivion.	Active	Magical/Confusion/Oblivion	–
Mind Madrigal	5	ALL: Bestow magic defense ↑.	Active	–	–
Miraculous Drill	6	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: High	Active	Physical	–
Missile	4	SINGLE: Inflict neutral magical damage.	Magical	–	–
Moon Flute	4	ALL: Inflict Berserk.	Active	Berserk	–
Needle Thrift	–	PASSIVE: Reduces AP cost of all needle attacks by 1.	Passive	–	–
Nightmare	4	ALL: Inflict Sleep.	Active	Sleep	–
Nightmaretouch	–	PASSIVE: Causes the “Attack” command to inflict Sleep.	Passive	Sleep	–
Nightmarish Lore	–	PASSIVE: Raises damage when attacking a sleeping target.	Passive	–	–
No Escape	–	PASSIVE: Completely prevents enemies from escaping.	Passive	–	–
Oblivion Counter	–	PASSIVE: When hit, sometimes inflicts Oblivion on the assailant.	Passive		–
Octentacle	8	RANDOM: Inflict neutral physical damage. Hits 8 times. TOPPLE STRENGTH: Medium	Active	Physical	–
Ode of Oblivion	4	ALL: Inflict oblivion	Active	Oblivion	–
Overclock	–	PASSIVE: While Berserk, bestows agility ↑ but causes HP to drain.	Passive	–	–
Overheat	–	PASSIVE: upon taking fire damage, sometimes bestows Berserk.	Passive	–	–
Pattern Analysis	–	PASSIVE: When hit, sometimes bestows evasion ↑ on all allies.	Passive	–	–
Perfect Dodge	3	SELF: Enter counterstance and evade physical attacks.	Active	–	–
Petty Grudge	3	SINGLE: Inflict magical dark damage. Power increases relative to accrued damage.	Active	Dark	–
Phaeosynthesis	–	PASSIVE: Raises the amount of AP restored each turn.	Passive	–	–
Pharmacology	–	PASSIVE: Improves the effectiveness of HP recovery items.	Passive	–	–
Photosynthesis	–	PASSIVE: Sometimes bestows regen at start of battle.	Passive	–	–
Point Deflector	–	PASSIVE: Completely nullifies damage ↑ to three times.	Passive		–
Poison Bite	5	SINGLE: Inflict neutral physical damage/Poison. TOPPLE STRENGTH: Medium	Active	Physical/Poison	–
Poison Counter	–	PASSIVE: When hit, sometimes inflicts Poison on the assailant.	Passive	–	–
Poison Nails	3	SINGLE: Inflict neutral physical damage/Poison. TOPPLE STRENGTH: Medium	Active	Physical/Poison	–
Poisontouch	–	PASSIVE: Gives the “Attack” command a chance of inflicting Poison.	Passive	Poison	–
Possession Rush	8	SINGLE: Inflict neutral physical damage/Confusion. TOPPLE STRENGTH: High	Active	Physical/Confusion	–

Pressure	4	ALL: Inflict physical earth damage. TOPPLE STRENGTH: Medium	Active	Earth	—
Princess's Charm	7	SINGLE: Inflict neutral physical damage/Blindness. TOPPLE STRENGTH: Medium	Active	Physical/Blind	—
Protect	3	SINGLE: Lessen physical damage taken.	Active	—	—
Pulverizing Blow	6	SINGLE: Inflict neutral physical damage/Doom. TOPPLE STRENGTH: Medium	Active	Physical/Doom	—
Punch	3	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: Medium	Active	Physical	—
Putrid Breath	11	SINGLE: Inflict various status ailments/negative status effects.	Active	Many	—
Quicksand	4	SINGLE: Inflict magical earth damage/Slow.	Active	Earth/Slow	—
Rage Bomber	—	PASSIVE: Allows physical attacks to sometimes be countered. The lower one's HP, the stronger the blow.	Passive	—	—
Raigeki	4	SINGLE: Inflict magical thunder damage. TOPPLE STRENGTH: Medium	Active	Thunder	—
Raise	4	ALL: Revive KO'd allies and restore a little HP.	Active	—	—
Rake	3	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: Medium	Active	Physical	—
Ram	3	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: Medium	Active	Physical	—
Random Shock	4	RANDOM: Inflict magical thunder damage. Hits multiple times.	Active	Thunder	—
Reaper	2	ALL: Inflict physical water damage. TOPPLE STRENGTH: Medium	Active	Physical/Water	—
Reaper Lore	—	PASSIVE: Restores a little HP whenever someone is KO'd.	Passive	—	—
Rebound	—	PASSIVE: Once per battle, prevents a stack from toppling.	Passive	—	—
Recycle	—	PASSIVE: Sometimes prevents items from being consumed on use.	Passive	—	—
Red Fang	4	SINGLE: Inflict physical fire damage. TOPPLE STRENGTH: Medium	Active	Physical/Fire	—
Reflect	4	SINGLE: Cause a target to reflect magic back at casters.	Active	—	—
Refueling	3	SELF: Gain Haste.	Active	—	—
Regen	4	SINGLE: Gradually restore HP.	Active	—	—
Renew	3	SINGLE: Remove status ailments.	Active	—	—
Resist Accuracy ↓	—	PASSIVE: Protects against accuracy ↓.	Passive	—	—
Resist Accuracy ↓*	—	PASSIVE: Protects against accuracy ↓.	Passive	—	Provides complete immunity to this effect.
Resist Berserk	—	PASSIVE: Protects against Berserk.	Passive	—	Permanently increases a Mirage's Berserk resistance by 75.

Resist Berserk*	—	PASSIVE: Protects against Berserk.	Passive	—	Provides complete immunity to this effect.
Resist Blindness	—	PASSIVE: Protects against Blindness.	Passive	—	Permanently raises the Mirage's Blindness resistance by 75.
Resist Blindness*	—	PASSIVE: Protects against Blindness.	Passive	—	Provides complete immunity to this effect.
Resist Confusion	—	PASSIVE: Protects against Confusion.	Passive	—	Permanently raises the Mirage's Confusion resistance by 50.
Resist Confusion*	—	PASSIVE: Protects against Confusion.	Passive		Provides complete immunity to this effect.
Resist Defense ↓	—	PASSIVE: Protects against defense ↓.	Passive	—	—
Resist Defense ↓*	—	PASSIVE: Protects against defense ↓.	Passive	—	Provides complete immunity to this effect.
Resist Evasion ↓	—	PASSIVE: Protects against evasion ↓.	Passive	—	—
Resist Evasion ↓*	—	PASSIVE: Protects against evasion ↓.	Passive	—	Provides complete immunity to this effect.
Resist Magic ↓	—	PASSIVE: Protects against magic ↓.	Passive	—	—
Resist Magic ↓*	—	PASSIVE: Protects against magic ↓.	Passive	—	Provides complete immunity to this effect.
Resist Magic Defense ↓	—	PASSIVE: Protects against magic defense ↓.	Passive	—	—
Resist Magic Defense ↓*	—	PASSIVE: Protects against magic defense ↓.	Passive	—	Provides complete immunity to this effect.
Resist Oblivion	—	PASSIVE: Protects against Oblivion.	Passive	—	Permanently raises the Mirage's Oblivion resistance by 75.
Resist Oblivion*	—	PASSIVE: Protects against Oblivion.	Passive	—	Provides complete immunity to this effect.

Resist Poison	–	PASSIVE: Protects against Poison.	Passive	–	Permanently raises the Mirage’s Poison resistance by 50.
Resist Poison*	–	PASSIVE: Protects against Poison.	Passive	–	Provides complete immunity to this effect.
Resist Sleep	–	PASSIVE: Protects against Sleep.	Passive	–	Permanently increases the Mirage’s Sleep resistance by 75.
Resist Sleep*	–	PASSIVE: Protects against Sleep.	Passive	–	Provides complete immunity to this effect.
Resist Slow	–	PASSIVE: Protects against Slow.	Passive	–	Permanently increases the Mirage’s Slow resistance by 75.
Resist Slow*	–	PASSIVE: Protects against Slow.	Passive	–	Provides complete immunity to this effect.
Resist Strength ↓	–	PASSIVE: Protects against strength ↓.	Passive	–	–
Resist Strength ↓*	–	PASSIVE: Protects against strength ↓.	Passive	–	Provides complete immunity to this effect.
Resist Stun	–	PASSIVE: Protects against stun.	Passive	–	–
Resist Stun*	–	PASSIVE: Protects against stun.	Passive	–	Provides complete immunity to this effect.
Restore	3	SINGLE: Restore HP.	Active	–	–
Retaliatory Missile	–	PASSIVE: Allows one to counter ↑ to two attacks with missiles.	Passive	–	–
Reteethe	–	PASSIVE: Bestows strength ↑ upon landing a critical hit.	Passive	–	–
Revenge Blast	4	SINGLE: Inflict neutral physical damage. Power increases as the wielder’s HP decreases. TOPPLE STRENGTH: Low	Active	Physical	–
Revivify	–	PASSIVE: Gradually restores HP.	Passive	–	–
Riddle	7	SINGLE: Inflict Confusion/Doom.	Active	Confusion/Death	–
Right Claw	3	SINGLE: Inflict neutral physical damage. Hits twice. TOPPLE STRENGTH: Low	Active	Physical	–
Riot Blow	6	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: Medium	Active	Physical	–
Ruby Light	8	ALL: Bestow Reflect.	Active	–	–
Safety Bit	–	PASSIVE: Raises resistance to death while HP is low.	Passive	–	–
Sandstorm	6	ALL: Inflict physical earth damage/wind damage/Blindness.	Active	Earth/Wind/Blindness	–

Self-Destruct	1	SINGLE: Inflict neutral magical damage. Also harms the wielder. Scales to HP.	Active	Magical	–
Shake	3	SINGLE: Inflict magical earth damage. TOPPLE STRENGTH: High	Active	Earth	–
Sharkskin	–	PASSIVE: Redirects a portion of close-quarters damage back at the assailant.	Passive	–	–
Sharpened Knife	7	SINGLE: Inflict neutral physical damage/defense ↓. Bypasses defense. TOPPLE STRENGTH: Medium	Active	Physical	–
Shell	2	SINGLE: Lessen magical damage taken.	Active	–	–
Shining Ruby	4	ALL: Bestow defense ↑/magic defense ↑.	Active	–	–
Shining Topaz	5	ALL: Bestow defense ↑/magic defense ↑.	Active	–	–
Shock Spikes	–	PASSIVE: Allows one to sometimes counter with thunder when hit.	Passive	Thunder	–
Shocking Breath	7	ALL: Inflict magical thunder damage. Scales to HP.	Active	Thunder	–
Silent Voice	9	ALL: Inflict magical wind damage/Oblivion.	Active	Wind/Oblivion	–
Sizzle	–	SUPPORT: Burn obstacles or light fuses.	Support	–	–
Slash	3	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: Medium	Active	Physical	–
Sled Fang	4	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: Medium	Active	Physical	–
Sleep	4	SINGLE: Inflict Sleep.	Active	Sleep	–
Sleep Chance+	–	PASSIVE: Raises the chance of inflicting Sleep.	Passive	–	–
Sleep Leaves	4	SINGLE: Inflict physical wind damage/Sleep. TOPPLE STRENGTH: Low	Active	Wind/Sleep	–
Sling	8	ALL: Inflict neutral physical damage. TOPPLE STRENGTH: Medium	Active	Physical	–
Slow	3	SINGLE: Slow ↓ how often the target takes a turn.	Active	Slow	–
Smash	–	SUPPORT: Remove obstacles through brute strength.	Support	–	–
Snowman Rondo	4	RANDOM: Inflict magical ice damage. Hits multiple times.	Active	Ice	–
Sonic Fangs	7	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: High	Active	Physical	–
Sonic Wings	4	SINGLE: Inflict magical wind damage/Slow.	Active	Wind/Slow	–
SOS Conserve AP	–	PASSIVE: In battle, reduces all AP costs by 1 while HP is low.	Passive		–
SOS Haste	–	PASSIVE: Bestows Haste when HP is low.	Passive	–	–
SOS Magic Boost	–	PASSIVE: Raises magical damage while HP is low.	Passive		–
SOS Regen	–	PASSIVE: Bestows Regen while HP is low.	Passive	–	–
SOS Ribbon	–	PASSIVE: While HP is low, provides guaranteed resistance to most status ailments.	Passive	–	–
Spinning Fin	3	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: Medium	Active	Physical	–
Stabilizer	–	PASSIVE: Sometimes halves stability loss.	Passive	–	–

Stack Buster	4	SINGLE: Inflict neutral physical damage. Highly effective against stacked enemies. TOPPLE STRENGTH: Medium	Active	Physical	–
Sticky Goo	3	SINGLE: Inflict magical water damage/Slow.	Active	Water/Slow	–
Strategic AP Hike	–	PASSIVE: Restores AP upon exploiting an enemy's elemental weakness.	Passive	–	–
Strength+	–	PASSIVE: Raises strength.	Stat Boost	–	Permanently raises the Mirage's Strength by 5.
Strength++	–	PASSIVE: Raises strength.	Stat Boost	–	Permanently raises the Mirage's Strength by 10.
Strength+++	–	PASSIVE: Greatly raises strength.	Stat Boost	–	Permanently raises the Mirage's Strength by 50.
Stretch Legs	4	SELF: Gain Haste/evasion ↑.	Active	–	–
Stroll	–	SUPPORT: Walk alongside Reynn and Lann in the field.	Support	–	The accompanying Mirage may find hidden items in dungeons.
Subdue	0	SINGLE: Inflict nonlethal, neutral physical damage.	Active	Physical	Cannot reduce a Mirage's HP below 1.
Sweet Breath	5	ALL: Inflict Sleep.	Active	Sleep	–
Swordbreaker	3	SINGLE: Inflict physical fire damage/strength ↓. TOPPLE STRENGTH: Low	Active	Physical/Fire	–
Sync Left Claw	–	PASSIVE: Raises the damage dealt by its counterpart's Left Claw ability while fighting together.	Passive	–	–
Sync Right Claw	–	PASSIVE: Raises the damage dealt by its counterpart's Right Claw ability while fighting together.	Passive	–	–
Syphon	0	SINGLE: Use dark power to absorb AP.	Active	Dark	–
Temblor	7	ALL: Inflict magical earth damage.	Active	Earth	–
Tentacle	3	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: Medium	Active	Physical	–
Third Eye	–	PASSIVE: While Blind, raises evasion chance/critical chance.	Passive	–	–
Thousands of Meedles	10	RANDOM: Inflict a fixed amount of neutral physical damage. Hits multiple times.	Active	Physical	–
Thousands of Needles	7	ALL: Inflict a fixed amount of neutral physical damage.	Active	–	–
Throw Stone	3	SINGLE: Inflict physical earth damage. TOPPLE STRENGTH: Medium	Active	Earth	–
Thunder	3	SINGLE: Inflict magical thunder damage.	Active	Thunder	–
Thundara	5	SINGLE: Inflict magical thunder damage.	Active	Thunder	–
Thundaga	7	ALL: Inflict magical thunder damage.	Active	Thunder	–
Thunder Beam	10	SINGLE: Inflict magical thunder damage.	Active	Thunder	–

Thunder Converter	–	PASSIVE: Restores AP upon taking thunder damage.	Passive	Thunder	–
Thunder Horn	4	SINGLE: Inflict physical thunder damage. TOPPLE STRENGTH: High	Active	Thunder/Physical	–
Thunder Resistance+	–	PASSIVE: Raises thunder resistance.	Passive	–	Permanently raises the Mirage's thunder resistance by 25.
Thunder Resistance++	–	PASSIVE: Raises thunder resistance.	Passive	–	Permanently raises the Mirage's thunder resistance by 50.
Thunder Resistance+++	–	PASSIVE: Raises thunder resistance.	Passive	–	Permanently raises the Mirage's thunder resistance by 75.
Thunderbolt	5	ALL: Inflict magical thunder damage.	Active	Thunder	–
Tickle	3	SINGLE: Inflict neutral magical damage. TOPPLE STRENGTH: High	Active	Magical	–
Tidal Wave	5	ALL: Inflict magical water damage.	Active	Water	–
Top Gear	–	PASSIVE: Bestows strength ↑ as a bonus if one reaches the third tier of evasion ↑.	Passive	–	–
Topaz Light	7	ALL: Bestow Regen.	Active	–	–
Touchdown	5	ALL: Inflict neutral physical damage. TOPPLE STRENGTH: High	Active	Physical	–
Track	6	ALL: Inflict accuracy ↓.	Active	–	–
Treasure Hunter	–	PASSIVE: Raises the chance that enemies will drop rare items.	Passive	–	–
Triple Attack	6	SINGLE: Inflict neutral physical damage. Hits 3 times. TOPPLE STRENGTH: High	Active	Physical	–
Triumphant Shout	4	ALL: Bestow strength ↑.	Active	–	–
Tsunami	5	ALL: Inflict magical water damage.	Active	Water	–
Ullr's Shield	–	PASSIVE: Gives a chance of nullifying damage.	Passive	–	–
Ultima	12	ALL: Inflict neutral magical damage.	Active	Magical	–
Ultima Beam	15	ALL: Inflict neutral magical damage.	Active	Magical	–
Ultimate Focus	2	SELF: Gain magic ↑.	Active	–	–
Ultimate Terror	6	ALL: Inflict strength ↓/magic ↓/defense ↓/magic defense ↓.	Active	–	–
Ultrasonics	2	ALL: Inflict evasion ↓.	Active	–	–
Unstacked Evasion+	–	PASSIVE: Raises evasion chance while unstacked.	Passive	–	–
Unstacked Guard	–	PASSIVE: Lessens the damage taken while unstacked.	Passive	–	–

Unstacked Haste	–	PASSIVE: Bestows Haste while unstacked.	Passive	–	–
Upgrade	4	SELF: Gain defense ↑ /magic defense ↑ /evasion ↑.	Active	–	–
Upshift	3	SELF: Gain haste/evasion ↑ but incur defense ↓.	Active	–	–
Venom Needle	4	SINGLE: Inflict neutral physical damage/Poison. TOPPLE STRENGTH: Low	Active	Physical/Poison	–
Vertical Cleave	3	SINGLE: Inflict neutral physical damage. Highly effective against stacked enemies. TOPPLE STRENGTH: Medium	Active	Physical	–
Victory Charge	–	PASSIVE: upon winning a battle, restores a little HP to all allies.	Passive	–	–
Vigilance	–	PASSIVE: Prevents enemy ambushes.	Passive	–	–
Water	3	SINGLE: Inflict magical water damage.	Active	Water	–
Watera	5	SINGLE: Inflict magical water damage.	Active	Water	–
Waterga	7	ALL: Inflict magical water damage.	Active	Water	–
Water Converter	–	PASSIVE: Restores AP upon taking water damage.	Passive	Water	–
Water Harmony	4	RANDOM: Inflict magical water damage. Hits multiple times.	Active	Water	–
Water Resistance+	–	PASSIVE: Raises water resistance.	Passive	–	Permanently raises the Mirage’s water resistance by 25.
Water Resistance++	–	PASSIVE: Raises water resistance.	Passive	–	Permanently raises the Mirage’s water resistance by 50.
Water Resistance+++	–	PASSIVE: Raises water resistance.	Passive	–	Permanently raises the Mirage’s water resistance by 75.
Waterspout	4	SINGLE: Inflict magical water damage. Bypasses defense.	Active	Water	–
Wave Cannon	10	ALL: Inflict neutral magical damage.	Active	Magical	–
Wheel	4	SINGLE: inflict neutral physical damage. TOPPLE STRENGTH: Medium	Active	Physical	–
Whirlpool	5	SINGLE: Inflict magical water damage/Slow.	Active	Water/Slow	–
Whirlwind	5	ALL: Inflict magical wind damage.	Active	Wind	–
Whisperwind	2	SINGLE: Inflict magical wind damage and restore an equal amount of HP.	Active	Wind	–
Wild Horn	4	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: High	Active	Physical	–
Wind Converter	–	PASSIVE: Restores AP upon taking wind damage.	Passive	Wind	–

Wind Resistance+	—	PASSIVE: Raises wind resistance.	Passive	—	Permanently increases the Mirage's wind resistance by 25.
Wind Resistance++	—	PASSIVE: Raises wind resistance.	Passive	—	Permanently increases the Mirage's wind resistance by 50.
Wind Resistance+++	—	PASSIVE: Raises wind resistance.	Passive	—	Permanently increases the Mirage's wind resistance by 75.
Wind Rhapsody	4	RANDOM: Inflict magical wind damage. Hits multiple times.	Active	Wind	—
Wind Slash	3	ALL: Inflict magical wind damage.	Active	Wind	—
Yawn	4	ALL: Inflict Sleep.	Active	Sleep	—
Zantetsuken	4	ALL: Inflict death. Odds increase as the wielder's HP and AP decrease.	Active	Death	—
Zap	—	SUPPORT: Activate machinery by charging it with electricity.	Support	—	—

MIRAGE MASTERY

When you've purchased every available Ability on a single Mirage's Board, which includes every possible transfiguration option in its "family," that Mirage is considered to be mastered. You receive several benefits for doing so, not least of which is the Caretaker Trophy, and the Mirage's name receives a star next to it in your menu.

More importantly, the Mirage gains access to one of six powerful new Abilities that only become available upon mastery. Many of these Abilities are difficult to get hold of otherwise, typically requiring rare or expensive seeds.

You can select your mastery Ability by opening the Mirage's Board. Once you select it, that choice is permanent and irreversible. If you end up regretting your pick for whatever reason, your only option is to start over entirely by capturing a new version of that Mirage.

That said, none of the Abilities learned via mastery are unique, and while many of them are big quality-of-life adjustments for the Mirage in question (such as using a resistance passive to counteract a Mirage's elemental vulnerability), none will actively change how you use the Mirage in a group. Your mastery pick isn't a make-or-break point for any Mirage.

	Legend
Mirage Family	All of the Mirages in this group are part of the same "family," and share the same pool of passive and transferrable active Abilities. Families are generally a bit bigger than the Mirages' entries in the in-game Mirage Manual would lead you to believe.
Mastery Abilities	The list of Abilities you get to pick from upon mastering a given Mirage.

Mirage Family	Mastery Abilities
Tama (Tama, Tamamohimé)	Banishra
	Balance
	Last Stand
	Magic+++
	Light Resistance++
	Safety Bit
Yurugu (Yurugu, Kyubi)	Earthquake
	Doom
	Reaper Lore
	Magic+++
	Dark Resistance++
	Safety Bit
Chocobo (Chocochick, Chocobo, Black Chocochick, Hyperion)	Fira
	Double Smash
	Last Stand
	Strength+++
	Dark Resistance++
	Resist Oblivion
Slyph (Slyph, Siren)	Blaze
	Bio
	Wind Converter
	Magic Defense+++
	Dark Resistance++
	Resist Oblivion

Serafie (Serafie, Diva Serafie)	Earthquake
	Confuse
	Victory Charge
	Magic+++
	Ice Resistance++
	Resist Oblivion
Mu (Mu, Skull Eater, Carbuncle, Reaver Mu, Nut Eater)	Fira
	Shake
	Enhanced Attack
	Magic Defense+++
	Dark Resistance++
	Safety Bit
Goblin (Goblin, Goblin Guard, Princess Goblin, Red Cap, Red Captain)	Blizzara
	Vertical Cleave
	Recycle
	HP+++
	Water Resistance++
	Resist Blindness
Malboro (Mandragora, Malboro, Korrigan, Malboro Menace)	Aerora
	Protect
	Antibodies
	HP+++
	Fire Resistance++
	Resist Blindness

Iron Giant (Copper Gnome, Mythril Giant, Iron Giant, Lead Gnome, Chrome Giant)	Thundara
	Tickle
	Accuracy+++
	Defense+++
	Thunder Resistance++
	Resist Poison
Floating Eye (Floating Eye, Ahriman, Blood Eye, Buer)	Banishra
	Balance
	Confusion Counter
	Magic+++
	Light Resistance++
	Resist Confusion
Ifrit (Ifrit, Fritt, Affrite, Ifreeta, Weeglee, Gleed, Gleefrit)	Banishra
	Dispel
	Courage Under Fire
	Strength+++
	Ice Resistance++
	Resist Confusion
Shiva (Bablizz, Mishiva, Shiva, Shivalry, Brrblizz, Shivverina, Shivver)	Aerora
	Raise
	Strategic AP Hike
	Magic+++
	Fire Resistance++
	Resist Sleep

Ramuh (Zapt, Zaphr, Ramuh, Ramewl, Joult, Voultr, Rairamuh)	Watera
	Esuna
	Endless Blessings
	Magic+++
	Earth Resistance++
	Resist Slow
Fenrir (White Nakk, Fenrir, Cerberus, Black Nakk, Elefenrir)	Aerora
	Sleep
	Victory Charge
	Strength+++
	Ice Resistance++
	Safety Bit
Behemoth (Babyhemoth, Behemoth, Behemonster, Kuza Kit, Kuza Beast)	Watera
	Protect
	SOS Regen
	Strength+++
	Dark Resistance++
	Resist Blindness
Moogle (Moogle, Kupirate, Kupicaroon)	Earthquake
	Double Smash
	Recycle
	Magic Defense+++
	Thunder Resistance++
	Resist Berserk

Undead Princess (Deathskull, Undead Princess, Mordskull, Metalliskull)	Thundara
	Ultimate Focus
	Celestriad
	Magic+++
	Light Resistance++
	Resist Berserk
Claws (Right Claw, Left Claw)	Thundara
	Shake
	Revivify
	Defense+++
	Wind Resistance++
	Resist Sleep
Cockatrice (Cockatrice, Valefor, Cocadrille, Nirvalefor)	Thundara
	Charge
	First Strike
	Magic Defense+++
	Dark Resistance++
	Safety Bit
Tiamat (Dualizard, Trihyde, Tiamat, Bihydra, Ghidra)	Earthquake
	Dispel
	Ailment Regen
	Strength+++
	Ice Resistance++
	Resist Oblivion

Cactuar (Cactuar, Gigantuar, Cactrot, Gigantrot)	Watera
	Tickle
	Evasion+++
	HP+++
	Ice Resistance++
	Resist Sleep
Mimic (Magic Pot, Mimic, Mimic Queen, Magic Jar, Mimic Jackpot)	Blizzara
	Subdue
	Enhanced Cure
	Defense+++
	Light Resistance++
	Resist Poison
Quacho (Quacho, Quacho Queen, Quachacho)	Banishra
	Double Smash
	Unstacked Evasion+
	Magic Defense+++
	Thunder Resistance++
	Resist Sleep
Tonberry (Baby Tonberry, Tonberry, Tonberry King, Baby Paleberry, Paleberry, Paleberry King)	Blaze
	Focus
	SOS Regen
	HP+++
	Thunder Resistance+++
	Resist Poison

Vampire (Werebat, Vampire, Vampire Prime, Ice Bat, Demivampire)	Thundara
	Dispel
	Evasion+++
	Magic+++
	Light Resistance++
	Resist Berserk
Flan (Mini Flan, Flan, Flan Princess)	Banishra
	Fira
	Oblivion Counter
	Magic+++
	Thunder Resistance++
	Resist Berserk
Sharqual (Sharqual, Mega Sharqual, Bismarck, Nightsqual, Mega Nightsqual)	Abyss
	Vertical Cleave
	Critical+++
	Strength+++
	Thunder Resistance++
	Resist Blindness
Leviathan (Sea Serpent, Sea Snake, Elasmos, Leviathan)	Ice Storm
	Faith
	Rebound
	HP+++
	Ice Resistance++
	Safety Bit

Adamantoise (Minimantoise, Adamantoise, Flammantoise)	Aerora
	Dispel
	Entropy
	Defense+++
	Ice Resistance++
	Resist Poison
Dragon (Spark Dragon, Red Dragon, Mist Dragon, Holy Dragon)	Aerora
	Balance
	Fire Converter
	HP+++
	Water Resistance++
	Resist Poison
Bomb (Bombino, Bomb, King Bomb)	Thunderbolt
	Flash
	Cornered Beast
	HP+++
	Water Resistance++
	Resist Berserk
Phoenix (Phoenix)	Blizzara
	Hypnosis
	Fire Converter
	HP+++
	Dark Resistance++
	Safety Bit

Toads (Water Toad, Lucky Toad, Wind Toad)	Earthquake
	Throw Stone
	Poison Counter
	HP+++
	Thunder Resistance++
	Resist Confusion
Sphinx (Manticore, Sphinx, Sandicore, Memecoleous)	Fira
	Dispel
	Treasure Hunter
	Magic Defense+++
	Water Resistance++
	Resist Poison
Worms (Sand Worm, Sea Worm)	Ice Storm
	Drain
	Enhanced Attack
	HP+++
	Thunder Resistance++
	Resist Slow
Death Machine (Searcher, Magitek Armor, Death Machine, Security Eye, Magitek Armor A, War Machine, Death Searcher)	Thundara
	Double Smash
	Auto-Hi-Potion
	Magic+++
	Thunder Resistance++
	Safety Bit

Diabolos (Imp, Diabolos, Garchimacera)	Whirlwind
	Subdue
	Entropy
	Magic+++
	Light Resistance++
	Resist Sleep
Minotaur (Brothertaur, Minotaur, Sistertaur, Asterius)	Holy
	Flash
	Critical+++
	Defense+++
	Wind Resistance++
	Resist Oblivion
Gilgamesh	Blaze
	Raise
	Cornered Beast
	HP+++
	Earth Resistance++
	Resist Berserk
Odin (Unicorn, Odin, Nightmare)	Watera
	Triumphant Shout
	Victory Charge
	Strength+++
	Thunder Resistance++
	Safety Bit

Kraken (Mindflayer, Kraken, Ultros, Squidraken, Cenchos)	Earthquake
	Regen
	SOS Regen
	Magic+++
	Thunder Resistance++
	Resist Oblivion
Titan (Titan, Maduin, Iron Muscles)	Thunderbolt
	Sleep
	Adrenaline
	Defense+++
	Wind Resistance++
	Resist Slow
Magna Roader (Purple, Yellow, Red)	Thundara
	Double Smash
	Evasion+++
	Strength+++
	Ice Resistance++
	Resist Slow
Omega (Entom Guard, Omega, Entom Soldier, Omega Bane, Elite Entom)	Thundara
	Courage Under Fire
	SOS Regen
	Defense+++
	Thunder Resistance++
	Resist Poison

Ultima Weapon	Banishra
	Dispel
	Treasure Hunter
	HP+++
	Earth Resistance++
	Safety Bit
Einhänder	Fira
	Ultrasonics
	Pharmacology
	Magic+++
	Thunder Resistance++
	Resist Poison
XG	Banishra
	Focus
	Critical+++
	Strength+++
	Wind Resistance++
	Resist Poison
Omega God	Thundara
	Courage Under Fire
	SOS Regen
	Defense+++
	Thunder Resistance++
	Resist Poison

Ifrit ★	Banishra
	Regen
	Courage Under Fire
	Strength+++
	Ice Resistance++
	Resist Confusion
Shiva ★	Aerora
	Raise
	Strategic AP Hike
	Magic+++
	Fire Resistance++
	Resist Sleep
Ramuh ★	Watera
	Esuna
	Endless Blessings
	Magic+++
	Earth Resistance++
	Resist Slow
Leviathan ★	Ice Storm
	Faith
	Last Stand
	HP+++
	Ice Resistance++
	Safety Bit

Bahamut ★	Abyss
	Tickle
	Last Stand
	Magic+++
	Wind Resistance++
	Resist Confusion
Odin ★	Watera
	Triumphant Shout
	Victory Charge
	Strength+++
	Thunder Resistance++
	Safety Bit
Diabolos ★	Whirlwind
	Subdue
	Courage Under Fire
	Magic+++
	Light Resistance++
	Safety Bit
Master Moogle	Earthquake
	Double Smash
	Enhanced Cure
	Magic Defense+++
	Thunder Resistance++
	Resist Berserk

Master Cactuar	Watera
	Tickle
	Evasion+++
	HP+++
	Ice Resistance++
	Resist Sleep
Master Tonberry	Blaze
	Focus
	SOS Regen
	HP+++
	Thunder Resistance++
	Resist Poison
Mecha Chocobo ★	Fira
	Double Smash
	Last Stand
	Strength+++
	Dark Resistance++
	Resist Oblivion
Ifreeta ★	Banishra
	Drain
	SOS Magic Boost
	Strength+++
	Ice Resistance++
	Resist Confusion

Shivalry ★	Whirlwind
	Syphon
	SOS Magic Boost
	Magic+++
	Fire Resistance++
	Resist Sleep
Ramewl ★	Tsunami
	Charge
	SOS Magic Boost
	Magic+++
	Earth Resistance++
	Resist Slow
Quacho Queen ★	Banishra
	Double Smash
	Unstacked Evasion+
	Magic Defense+++
	Thunder Resistance++
	Resist Sleep
Princess Goblin ★	Blizzara
	Vertical Cleave
	Recycle
	HP+++
	Water Resistance++
	Resist Blindness

Ultros ★	Earthquake
	Regen
	SOS Regen
	Magic+++
	Thunder Resistance++
	Resist Oblivion
Undead Princess ★	Aerora
	Ultimate Focus
	Celestriad
	Magic+++
	Light Resistance
	Resist Berserk

COMBINATION ABILITIES

As the Tip Jar mentions, you aren’t limited to just what a individual Mirage can do. By stacking particular Mirages, you can gain access to higher-level skills or even new skills entirely.

The entry-level use for this is in unlocking higher levels of certain Abilities, such as Fire, Cure, Blizzard, or Esuna. You can obtain and use high-end versions of these Abilities by stacking multiple Mirages who know the lower-level versions. For example, a stack that contains two Mirages who know Fire will be able to use Fira.

Further, you can use this in stacks to unlock the third- and fourth-level versions of certain spells. Each participant in the stack contributes their highest-level version of a given spell towards the combination. This is based on an invisible point value:

Tier 1 = 1 point

Tier 2 = 2 points

Tier 3 = 4 points

Tier 4 = 8 points

Thus, a stack with two Mirages that know Fire can use Fira. Add a Keeper with Fira to that stack, and they can use Firaga. If the Mirages both know Fira and the Keeper knows Firaga, the stack can use Firaja.

The source of these Abilities does not matter, incidentally. If they know the spell, they can contribute to the combination.

Many unique Abilities can also be used in the same way. The example that the game uses is Tama’s Foxfire spell, which can be used with another Mirage that knows Fire to unlock Fira. As a rule, any spell that has a similar effect to one of the multiple-level spells can be used for this purpose, such as Fire Beam or Waterspout.

Finally, there are a host of Abilities that can only be used by certain combinations of Mirages and/or Keepers. The most obvious example here is the Channel Element family of attack spells, which are created by stacking Mirages with particular elemental affiliations on top of Lann or Reynn in Jiant form, and which you can use almost from the start of the game.

SPELLS

These spells are unlocked when a stack's Mirages and characters have a certain combination of spells or abilities across multiple entities.

Although you can equip multiple abilities on one character (like equipping Reynn with Firaga, Blizzaga, and Thundaga mirajewels), it won't result in Meteor. One of the three components must be from another Mirage in Reynn's stack.

Most of these spells are available as standalone seeds or mirajewels, while some (like the "–ja" line of spells) can only be unlocked through this layering process.

Many Mirage abilities with elemental associations can be used as substitutes in the layering process. For instance, Tama's Foxfire and Titan's Geocrush can be used in place of Fire and Quake, to create the next tier of their respective abilities (Fira and Shake).

Layering certain tier three abilities (such as Curaga + Curaga), results in not only Curaja, but provides Cura as a bonus.

Name	Layer Combination	AP Cost	Description
Fira	Two fire-based abilities	5	SINGLE: Inflict magical fire damage.
Firaga	Two of: Fira/Blaze	7	ALL: Inflict magical fire damage.
Firaja	Two same element tier three spells	9	SINGLE: Inflict magical fire damage.
Blizzara	Two ice-based abilities	5	SINGLE: Inflict magical ice damage.
Blizzaga	Two of: Blizzara/Ice Storm	7	ALL: Inflict magical Ice damage.
Blizzaja	Two same element tier three spells	9	SINGLE: Inflict magical ice damage.
Thundara	Two thunder-based abilities	5	SINGLE: Inflict magical thunder damage.
Thundaga	Two of: Thundara/Thunderbolt	7	ALL: Inflict magical thunder damage.
Thundaja	Two same element tier three spells	9	SINGLE: Inflict magical thunder damage.
Watera	Two water-based abilities	3	SINGLE: Inflict magical water damage.
Waterga	Two of: Watera/Tsunami	7	ALL: Inflict magical water damage.
Waterja	Two same element tier three spells	9	SINGLE: Inflict magical water damage.
Aerora	Two wind-based abilities	5	SINGLE: Inflict magical wind damage.
Aeroga	Aerora + tier 2 wind-based ability (i.e. Sonic Wings)	7	ALL: Inflict magical wind damage.
Aeroja	Two same element tier three spells	9	SINGLE: Inflict magical wind damage.
Shake	Two earth-based abilities/spells	3	SINGLE: Inflict magical earth damage. TOPPLE STRENGTH: High

Banishra	Two light-based abilities	5	SINGLE: Inflict magical light damage.
Abyss	Two dark-based abilities/spells	5	SINGLE: Inflict magical dark damage.
Cura	Cure + healing ability	5	SINGLE: Restore HP.
Curaga	Cura + Cura	7	ALL: Restore HP.
Curaja	Curaga + Curaga	9	SINGLE: Restore HP.
Holy	Banishra + Banishra	9	SINGLE: Inflict magical light damage.
Flare	Holy + Holy OR Meteor + at least tier two spell	9	SINGLE: Inflict neutral magical damage.
Meteor	Firaga + Blizzaga + Thundaga	11	Inflict neutral physical damage. Hits 4 times
Ultima	Meteor + Meteor	12	ALL: Inflict neutral magical damage.

CHANNEL ELEMENT ABILITIES

These are unlocked by adding a Jiant Mirage Keeper to a stack. The resulting element is based on the “potency” of the combined elements of the other Mirages in the stack. For example, Jiant Lann + affrite + quachacho results in Channel Element: Fire, since affrite’s fire affinity is much greater than quachacho’s ice affinity.

Name	Combination	AP Cost	Description
Channel Element: Dark	Jiant Mirage Keeper + dark-based Mirage (highest elemental resistance)	2	SINGLE: Inflict neutral physical damage. Element changes based on stack makeup. TOPPLE STRENGTH: Low
Channel Element: Earth	Jiant Mirage Keeper + earth-based Mirage (highest elemental resistance)	2	SINGLE: Inflict neutral physical damage. Element changes based on stack makeup. TOPPLE STRENGTH: Low
Channel Element: Fire	Jiant Mirage Keeper + fire-based Mirage (highest elemental resistance)	2	SINGLE: Inflict neutral physical damage. Element changes based on stack makeup. TOPPLE STRENGTH: Low
Channel Element: Ice	Jiant Mirage Keeper + ice-based Mirage (highest elemental resistance)	2	SINGLE: Inflict neutral physical damage. Element changes based on stack makeup. TOPPLE STRENGTH: Low
Channel Element: Light	Jiant Mirage Keeper + light-based Mirage (highest elemental resistance)	2	SINGLE: Inflict neutral physical damage. Element changes based on stack makeup. TOPPLE STRENGTH: Low
Channel Element: Thunder	Jiant Mirage Keeper + thunder-based Mirage (highest elemental resistance)	2	SINGLE: Inflict neutral physical damage. Element changes based on stack makeup. TOPPLE STRENGTH: Low
Channel Element: Water	Jiant Mirage Keeper + water-based Mirage (highest elemental resistance)	2	SINGLE: Inflict neutral physical damage. Element changes based on stack makeup. TOPPLE STRENGTH: Low

Channel Element: Wind	Jiant Mirage Keeper + wind-based Mirage (highest elemental resistance)	2	SINGLE: Inflict neutral physical damage. Element changes based on stack makeup. TOPPLE STRENGTH: Low

CRITICAL STRIKE ABILITIES

These two powerful Abilities can be obtained through a wide variety of Mirage combinations. Including at least two of the required Mirages or characters in a stack provides the resulting Ability.

Name	AP Cost	Description
Cross Slash	4	SINGLE: Inflict neutral physical damage. High critical chance. TOPPLE STRENGTH: Low

Cross Slash Mirages:

- Small: (black nakk, fritt, weeglee)
- Medium: (affrite, deathskull, entom guard, Gilgamesh, gleed, goblin guard, Lann, metalliskull, mordskull, princess goblin, red captain, Reynn, sistertaur)
- Large: (elefenrir, fenrir, undead princess)

Name	AP Cost	Description
Helldiver	4	SINGLE: Inflict neutral physical damage. High critical chance. TOPPLE STRENGTH: Low

Helldiver Mirages:

- Small: (bombino, death searcher, harchimacera, ice bat, imp, kupicaroon, kupirate, master moogle, searcher, security eye, werebat)
- Medium: (blood eye, bomb, chocobo, deathskull, demivampire, floating eye, hyperion, metalliskull, mordskull, vampire)
- Large: (ahriman, buer, einhänder, king bomb, maduin, nirvalefor, undead princess, valefor, vampire prime)

TOPPLING ABILITIES

These high-strength toppling abilities are unlocked by combining one of the listed Mirages under Mirage Base + any other Mirage.

Name	Mirage Base	AP Cost	Description
Balancing Act	Elite Entom, Entom Soldier, King Bomb, Malboro, Malboro Menance, Sand Worm, Sea Worm, Ultros	4	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: Very High. Also topples the wielder's stack.
Tower Jump	Iron Muscles, Maduin, Mimic Queen, Minotaur, Titan	9	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: Very High
Misdirection	Buer, Diva Serafie, Nirvalefor, Phoenix, Siren, Valefor, Vampire Prime	6	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: Very High
Throw	Cenchos, Ifreeta, Kraken, Left Claw, Quacho Queen, Ramewl, Right Claw, Shivalry	6	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: Very High
Lunge	Elefenrir, Fenrir, Lunge, Magna Roader (all), Mecha Chocobo, Mega Nightsqual, Mega Sharqual, Trihyde	5	SINGLE: Inflict neutral physical damage. TOPPLE STRENGTH: Very High. Also destabilizes the wielder's stack.

EN-ELEMENTAL ABILITIES

These elemental-based physical attacks are unlocked by combining one of the listed Mirages under Mirage Base + any other Mirage.

Name	Mirage Base	AP Cost	Description
Enfire	Ifrit	6	SINGLE: Inflict physical fire damage. TOPPLE STRENGTH: Medium
Enstone	Memecoleous	6	SINGLE: Inflict physical earth damage. TOPPLE STRENGTH: Medium
Enwater	Elasmos	6	SINGLE: Inflict physical water damage. TOPPLE STRENGTH: Medium
Enblizzard	Shiva, Shivver	6	SINGLE: Inflict physical ice damage. TOPPLE STRENGTH: Medium
Endark	Gleefrit	6	SINGLE: Inflict physical dark damage. TOPPLE STRENGTH: Medium
Enaero	Tiamat	6	SINGLE: Inflict physical wind damage. TOPPLE STRENGTH: Medium
Enlight	Sphinx	6	SINGLE: Inflict physical light damage. TOPPLE STRENGTH: Medium
Enthunder	Rairamuh, Ramuh	6	SINGLE: Inflict physical thunder damage. TOPPLE STRENGTH: Medium

ALL-TARGETING MAGICAL ABILITIES

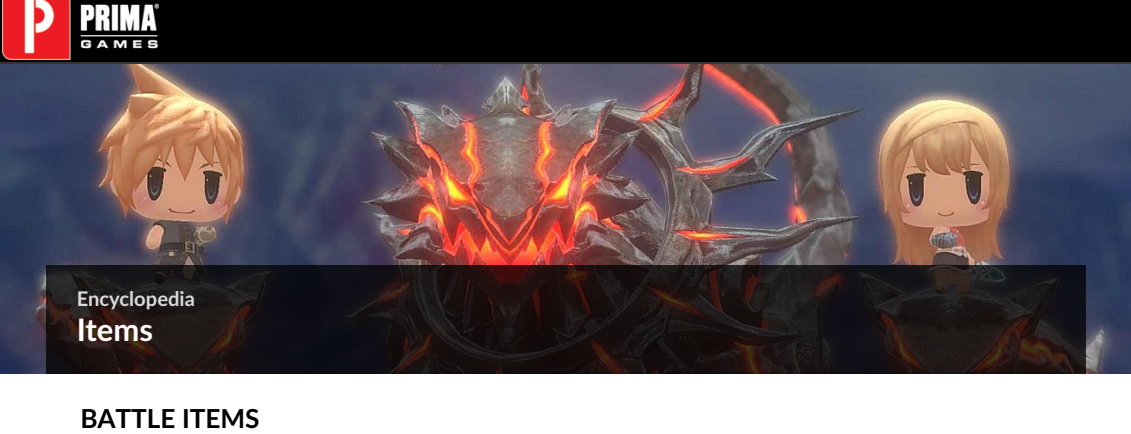
These ALL-targeting elemental abilities inflict moderate to high magic damage and are unlocked by combining one of the listed Mirages under Mirage Base + any other Mirage.

Name	Mirage Base	AP Cost	Description
Abaddon Flame	Red Dragon	7	ALL: Inflict magical fire damage.
Hailstone	Paleberry King	7	ALL: Inflict magical ice damage.
Bullet Rain	Tonberry King	7	ALL: Inflict magical water damage.
Holy Ray	Holy Dragon	7	ALL: Inflict magical light damage.
Tremor	Behemoth, Chrome Giant, Kuza Beast, Mythril Giant, Omega, Omega Bane	6	ALL: Inflict magical earth damage. TOPPLE STRENGTH: Medium
Unholy Darkness	Undead Princess	7	ALL: Inflict magical dark damage.

ENHANCED ABILITIES

This list of Abilities contains those that are unlocked by first obtaining the Ability through the large Mirage's Mirage Board, then combining the large Mirage with any other Mirage.

Name	Mirage Base	AP Cost	Description	Additional Requirement
Blades+	Einhänder	8	SINGLE: Inflict neutral magical damage. TOPPLE STRENGTH: Low	Requires “Blades” unlocked
Blossom Storm+	Kyubi, Tamamohimé	12	RANDOM: Inflict neutral magical damage. Hits 9 times.	Requires Blossom Storm” unlocked
Full Output+	Death Machine, War Machine	10	ALL: Inflict neutral magical damage.	Requires “Full Output” unlocked
Magitek Beam+	Magitek Armor, Magitek Armor A	8	SINGLE: Inflict neutral magical damage.	Requires both “beam” abilities unlocked
Thousands of Meedles+	Gigantrot	12	RANDOM: Inflict a fixed amount of neutral physical damage. Hits multiple times.	Requires Thousands of Meedles” unlocked
Thousands of Needles+	Gigantuar	9	ALL: Inflict a fixed amount of neutral physical damage.	Requires “Thousands of Needles” unlocked



Encyclopedia

Items

BATTLE ITEMS

All battle items are usable during enemy encounters. Some items, like potions, ethers, and elixirs, are usable on the field by selecting them in the Battle items menu and pressing the Confirm button twice (default ⓧ). Most battle items can be purchased from the Chocolatte Mart, while rare ones can be found from defeating enemies and Coliseum rewards.

Name	Price (gil)	Sell Price	Description	Notes
Potion	100	25	SINGLE: Restores a small amount of HP.	Restores 500 HP.
Hi-Potion	500	125	SINGLE: Restores a moderate amount of HP.	Restores 1,000 HP.
X-Potion	10000	2500	SINGLE: Fully restores HP.	—
Mega-Potion	—	5000	ALL: Fully restores HP.	—
Ether	1000	250	SINGLE: Restores a small amount of AP.	Restores 4 AP.
Hi-Ether	3000	750	SINGLE: Restores a moderate amount of AP.	Restores 6 AP.
Turbo Ether	—	2500	SINGLE: Restores a large amount of AP.	Restores 8 AP.
Mega-Ether	—	12500	ALL: Fully restores AP.	—
Phoenix Down	1000	250	ALL: Revives KO'd allies and restores a small amount of HP.	Anyone who's not KO'd does not receive HP.
Phoenix Pinion	5000	1250	ALL: Revives KO'd allies and restores a moderate amount of HP.	Anyone who's not KO'd does not receive HP.
Mega Phoenix	—	2500	ALL: Revives KO'd allies and fully restores HP.	Anyone who's not KO'd does not receive HP.
Elixir	—	12500	SINGLE: Fully restores HP/AP and removes all status ailments.	—
Megalixir	—	25000	ALL: Fully restores HP/AP and removes all status ailments.	—
Antidote	100	25	SINGLE: Removes Poison.	—
Eye Drops	200	50	SINGLE: Removes Blindness.	—
Rememb Herbs	300	75	SINGLE: Removes Oblivion.	—
Pick-Me-Up	100	25	SINGLE: Removes Sleep.	—
Smelling Salts	300	75	SINGLE: Removes Confusion.	—
Wobblestopper	500	125	SINGLE: Completely stabilizes a wobbling stack.	—
Gold Hourglass	300	75	SINGLE: Removes Slow.	—
Tranquilizer	200	50	SINGLE: Removes Berserk.	—
Remedy	1000	250	SINGLE: Removes Poison, Blindness, Oblivion, Sleep, and Confusion.	—
Remedy+	—	750	SINGLE: Removes all status ailments.	This includes temporary stat drops, Slow, Doom, etc.
Gysahl Greens	100	25	SINGLE: Every chocobo's favorite food.	Unsurprisingly, primarily used on chocobo Mirages to create a prismtunity.
Bomb Fragment	500	125	SINGLE: Deals a small amount of fire damage.	Deals 500 fire damage to target enemy.
Bomb Core	1000	250	SINGLE: Deals a moderate amount of fire damage.	Deals 1500 fire damage to target enemy.
Fire Spellstone	—	2500	ALL: Deals a large amount of fire damage.	Deals 3000 fire damage to each enemy.
Electro Marble	500	125	SINGLE: Deals a small amount of thunder damage.	Deals 500 thunder damage to target enemy.
Lightning Marble	1000	250	SINGLE: Deals a moderate amount of thunder damage.	Deals 1500 thunder damage to target enemy.
Lightning Spellstone	—	2500	ALL: Deals a large amount of thunder damage.	Deals 3000 thunder damage to each enemy.
Frigicite	500	125	SINGLE: Deals a small amount of ice damage.	Deals 500 ice damage to target enemy.
Solid Frigicite	1000	250	SINGLE: Deals a moderate amount of ice damage.	Deals 1500 ice damage to target enemy.
Ice Spellstone	—	2500	ALL: Deals a large amount of ice damage.	Deals 3000 ice damage to each enemy.
Fish Scale	500	125	SINGLE: Deals a small amount of water damage.	Deals 500 water damage to target enemy.
Dragon Scale	1000	250	SINGLE: Deals a moderate amount of water damage.	Deals 1500 water damage to target enemy.
Water Spellstone	—	2500	ALL: Deals a large amount of water damage.	Deals 3000 water damage to each enemy.
Chimeric Wing	500	125	SINGLE: Deals a small amount of wind damage.	Deals 500 wind damage to target enemy.
Dragon Wing	1000	250	SINGLE: Deals a moderate amount of wind damage.	Deals 1500 wind damage to target enemy.
Wind Spellstone	—	2500	ALL: Deals a large amount of wind damage.	Deals 3000 wind damage to each enemy.
Gaia Drum	500	125	SINGLE: Deals a small amount of earth damage.	Deals 500 earth damage to target enemy.
Earth Hammer	1000	250	SINGLE: Deals a moderate amount of earth damage.	Deals 1500 earth damage to target enemy.
Earth Spellstone	—	2500	ALL: Deals a large amount of earth damage.	Deals 3000 earth damage to each enemy.
Protect Stone	500	125	SINGLE: Adds the effects of Protect.	—
Shell Stone	500	125	SINGLE: Adds the effects of Shell.	—
Haste Stone	—	750	SINGLE: Adds the effects of Haste.	—
Healing Spring	—	250	SINGLE: Adds the effects of Regen.	—
Star Curtain	—	500	SINGLE: Adds the effects of Reflect.	—
Spider Silk	500	125	SINGLE: Sometimes inflicts the effects of Slow.	—
Holy Torch	—	750	ALL: Adds the effects of Dispel.	—
Poison Fang	500	125	SINGLE: Sometimes inflicts Poison.	—
Dream Powder	600	150	SINGLE: Sometimes inflicts Sleep.	—
Loco Weed	800	200	SINGLE: Sometimes inflicts Confusion.	—
Flash Bomb	600	150	SINGLE: Sometimes inflicts Blindness.	—
War Gong	700	175	SINGLE: Sometimes inflicts Berserk.	—
Lethean Chime	800	200	SINGLE: Sometimes inflicts Oblivion.	—

MISCELLANY

Miscellany

Name	Source	Description
Rename Prism	Sherlotta's Solace	Allows you to change a Mirage's name. Can be used an unlimited number of times.
Teleport Stone	Forest Lake	A mysterious stone that returns you to a dungeon entrance. Can be used an unlimited number of times.

Name	Price (gil)	Price (arma gems)	Sell Price (gil)	Description
Seraphone	3000	—	750	Lets you call Serafie and access the Prism Case. (Note: maximum of 3.)
Fire Seed	3000	—	750	Grants a specific ability when used on a Mirage Board.
Fira Seed	20000	—	5000	Grants a specific ability when used on a Mirage Board.
Firaga Seed	50000	—	12500	Grants a specific ability when used on a Mirage Board.
Blizzard Seed	3000	—	750	Grants a specific ability when used on a Mirage Board.
Blizzara Seed	20000	—	5000	Grants a specific ability when used on a Mirage Board.
Blizzaga Seed	50000	—	12500	Grants a specific ability when used on a Mirage Board.
Thunder Seed	3000	—	750	Grants a specific ability when used on a Mirage Board.
Thundara Seed	20000	—	5000	Grants a specific ability when used on a Mirage Board.
Thundaga Seed	50000	—	12500	Grants a specific ability when used on a Mirage Board.
Water Seed	3000	—	750	Grants a specific ability when used on a Mirage Board.
Watera Seed	20000	—	5000	Grants a specific ability when used on a Mirage Board.
Waterga Seed	50000	—	12500	Grants a specific ability when used on a Mirage Board.
Aero Seed	3000	—	750	Grants a specific ability when used on a Mirage Board.
Aerora Seed	20000	—	5000	Grants a specific ability when used on a Mirage Board.
Aeroga Seed	50000	—	12500	Grants a specific ability when used on a Mirage Board.
Quake Seed	—	4	12500	Grants a specific ability when used on a Mirage Board.
Bio Seed	—	4	5000	Grants a specific ability when used on a Mirage Board.
Drain Seed	30000	—	7500	Grants a specific ability when used on a Mirage Board.
Syphon Seed	—	—	7500	Grants a specific ability when used on a Mirage Board.
Death Seed	—	10	12500	Grants a specific ability when used on a Mirage Board.
Meteor Seed	—	10	25000	Grants a specific ability when used on a Mirage Board.
Flare Seed	—	10	25000	Grants a specific ability when used on a Mirage Board.
Holy Seed	—	10	25000	Grants a specific ability when used on a Mirage Board.
Ultima Seed	—	15	25000	Grants a specific ability when used on a Mirage Board.
Cure Seed	3000	—	750	Grants a specific ability when used on a Mirage Board.
Cura Seed	20000	—	5000	Grants a specific ability when used on a Mirage Board.
Curaga Seed	50000	—	12500	Grants a specific ability when used on a Mirage Board.
Regen Seed	—	4	12500	Grants a specific ability when used on a Mirage Board.
Esuna Seed	20000	—	5000	Grants a specific ability when used on a Mirage Board.
Raise Seed	20000	—	5000	Grants a specific ability when used on a Mirage Board.
Arise Seed	—	10	12500	Grants a specific ability when used on a Mirage Board.
Protect Seed	20000	—	5000	Grants a specific ability when used on a Mirage Board.
Shell Seed	20000	—	5000	Grants a specific ability when used on a Mirage Board.
Haste Seed	—	4	12500	Grants a specific ability when used on a Mirage Board.
Slow Seed	20000	—	5000	Grants a specific ability when used on a Mirage Board.
Reflect Seed	—	4	12500	Grants a specific ability when used on a Mirage Board.
Dispel Seed	—	4	12500	Grants a specific ability when used on a Mirage Board.
Libra Seed	500	—	125	Grants a specific ability when used on a Mirage Board.
Berserk Seed	20000	—	5000	Grants a specific ability when used on a Mirage Board.
Bravery Seed	—	4	12500	Grants a specific ability when used on a Mirage Board.
Faith Seed	—	4	12500	Grants a specific ability when used on a Mirage Board.
Balance Seed	3000	—	750	Grants a specific ability when used on a Mirage Board.
Balancega Seed	50000	—	12500	Grants a specific ability when used on a Mirage Board.
Sleep Seed	30000	—	7500	Grants a specific ability when used on a Mirage Board.
Confuse Seed	30000	—	7500	Grants a specific ability when used on a Mirage Board.
Banish Seed	6000	—	1500	Grants a specific ability when used on a Mirage Board.
Banishra Seed	30000	—	7500	Grants a specific ability when used on a Mirage Board.
Abyss Seed	—	4	5000	Grants a specific ability when used on a Mirage Board.
HP+ Seed	—	2	750	Grants a specific ability when used on a Mirage Board.
HP++ Seed	—	4	5000	Grants a specific ability when used on a Mirage Board.
HP+++ Seed	—	—	12500	Grants a specific ability when used on a Mirage Board.
Strength+ Seed	—	2	750	Grants a specific ability when used on a Mirage Board.
Strength++ Seed	—	4	5000	Grants a specific ability when used on a Mirage Board.
Strength+++ Seed	—	—	12500	Grants a specific ability when used on a Mirage Board.
Magic+ Seed	—	2	750	Grants a specific ability when used on a Mirage Board.
Magic++ Seed	—	4	5000	Grants a specific ability when used on a Mirage Board.
Magic+++ Seed	—	—	12500	Grants a specific ability when used on a Mirage Board.
Defense+ Seed	—	2	750	Grants a specific ability when used on a Mirage Board.
Defense++ Seed	—	4	5000	Grants a specific ability when used on a Mirage Board.
Defense+++ Seed	—	—	12500	Grants a specific ability when used on a Mirage Board.
Magic Defense+ Seed	—	2	750	Grants a specific ability when used on a Mirage Board.
Magic Defense++ Seed	—	4	5000	Grants a specific ability when used on a Mirage Board.
Magic Defense+++ Seed	—	—	12500	Grants a specific ability when used on a Mirage Board.
Agility+ Seed	—	2	750	Grants a specific ability when used on a Mirage Board.
Agility++ Seed	—	4	5000	Grants a specific ability when used on a Mirage Board.
Agility+++ Seed	—	—	12500	Grants a specific ability when used on a Mirage Board.
Accuracy+ Seed	—	2	750	Grants a specific ability when used on a Mirage Board.
Accuracy++ Seed	—	4	5000	Grants a specific ability when used on a Mirage Board.
Accuracy+++ Seed	—	—	12500	Grants a specific ability when used on a Mirage Board.
Evasion+ Seed	—	2	750	Grants a specific ability when used on a Mirage Board.
Evasion++ Seed	—	4	5000	Grants a specific ability when used on a Mirage Board.
Evasion+++ Seed	—	—	12500	Grants a specific ability when used on a Mirage Board.
Critical+ Seed	—	2	750	Grants a specific ability when used on a Mirage Board.
Critical++ Seed	—	4	5000	Grants a specific ability when used on a Mirage Board.
Critical+++ Seed	—	—	12500	Grants a specific ability when used on a Mirage Board.
Fire Resistance+ Seed	—	1	750	Grants a specific ability when used on a Mirage Board.
Fire Resistance++ Seed	—	—	5000	Grants a specific ability when used on a Mirage Board.
Fire Resistance+++ Seed	—	—	12500	Grants a specific ability when used on a Mirage Board.
Ice Resistance Seed+	—	1	750	Grants a specific ability when used on a Mirage Board.
Ice Resistance Seed++	—	—	5000	Grants a specific ability when used on a Mirage Board.
Ice Resistance Seed+++	—	—	12500	Grants a specific ability when used on a Mirage Board.
Thunder Resistance Seed+	—	1	750	Grants a specific ability when used on a Mirage Board.
Thunder Resistance Seed++	—	—	5000	Grants a specific ability when used on a Mirage Board.
Thunder Resistance Seed+++	—	—	12500	Grants a specific ability when used on a Mirage Board.
Wind Resistance Seed+	—	1	750	Grants a specific ability when used on a Mirage Board.
Wind Resistance Seed++	—	—	5000	Grants a specific ability when used on a Mirage Board.
Wind Resistance Seed+++	—	—	12500	Grants a specific ability when used on a Mirage Board.
Water Resistance Seed+	—	1	750	Grants a specific ability when used on a Mirage Board.
Water Resistance Seed++	—	—	5000	Grants a specific ability when used on a Mirage Board.
Water Resistance Seed+++	—	—	12500	Grants a specific ability when used on a Mirage Board.
Earth Resistance Seed+	—	1	750	Grants a specific ability when used on a Mirage Board.
Earth Resistance Seed++	—	—	5000	Grants a specific ability when used on a Mirage Board.
Earth Resistance Seed+++	—	—	12500	Grants a specific ability when used on a Mirage Board.
Light Resistance Seed+	—	1	750	Grants a specific ability when used on a Mirage Board.
Light Resistance Seed++	—	—	5000	Grants a specific ability when used on a Mirage Board.
Light Resistance Seed+++	—	—	12500	Grants a specific ability when used on a Mirage Board.
Dark Resistance Seed+	—	1	750	Grants a specific ability when used on a Mirage Board.
Dark Resistance Seed++	—	—	5000	Grants a specific ability when used on a Mirage Board.
Dark Resistance Seed+++	—	—	12500	Grants a specific ability when used on a Mirage Board.
All Resistances+ Seed	—	20	12500	Grants a specific ability when used on a Mirage Board.
Resist Stun Seed	—	10	12500	Grants a specific ability when used on a Mirage Board.
Resist Poison Seed	—	10	12500	Grants a specific ability when used on a Mirage Board.
Resist Confusion Seed	—	10	12500	Grants a specific ability when used on a Mirage Board.
Resist Sleep Seed	—	10	12500	Grants a specific ability when used on a Mirage Board.
Resist Blindness Seed	—	10	12500	Grants a specific ability when used on a Mirage Board.
Resist Oblivion Seed	—	10	12500	Grants a specific ability when used on a Mirage Board.
Resist Berserk Seed	—	10	12500	Grants a specific ability when used on a Mirage Board.
Resist Slow Seed	—	10	12500	Grants a specific ability when used on a Mirage Board.
Resist Strength ↓ Seed	—	10	12500	Grants a specific ability when used on a Mirage Board.
Resist Defense ↓ Seed	—	10	12500	Grants a specific ability when used on a Mirage Board.
Resist Magic ↓ Seed	—	10	12500	Grants a specific ability when used on a Mirage Board.
Resist Magic Defense ↓ Seed	—	10	12500	Grants a specific ability when used on a Mirage Board.
Resist Accuracy ↓ Seed	—	10	12500	Grants a specific ability when used on a Mirage Board.
Resist Evasion ↓ Seed	—	10	12500	Grants a specific ability when used on a Mirage Board.
Safety Bit Seed	—	10	12500	Grants a specific ability when used on a Mirage Board.
Stealth Seed	—	10	5000	Grants a specific ability when used on a Mirage Board.
Vigilance Seed	—	10	5000	Grants a specific ability when used on a Mirage Board.
First Strike Seed	—	10	5000	Grants a specific ability when used on a Mirage Board.

KEY ITEMS

Main Story Items

Name	Source	Description
Semi-Lifetime Passes	Tama	A ticket for the Cactuar Express. Valid for one semi-lifetime.
Cornelian Letter	Princess Sarah	A letter to the thane of Saronia from Princess Sarah.
Warlock's Warmers	Sherlotta	Warm pouches that have been filled with fire spellstones.
Magic Monocles	Sherlotta	Lenses that reveal what would otherwise be invisible.
Key of Flames	Valley Seven	One of the four keys of the prophecy. Found in Valley Seven.
Key of Earth	Mako Reactor 0	One of the four keys of the prophecy. Found in Mako Reactor 0.
Key of Shadows	The Train Graveyard	One of the four keys of the prophecy. Found in the Train Graveyard.
Key of Tides	The Sunken Temple	One of the four keys of the prophecy. Found in the Sunken Temple.
Quacho Ruby	Quacho Queen ★	A crimson tear shed by the Quacho Queen.
Poxyale	Shantotto	A cursed potion that allows you to breathe underwater.
Antipoxy	Shantotto	An antidote to poxyale that lets you breathe on land again.
Kyubi's Souls	Miniventure—Vestiges of Life	Two souls the Bahamutian soldier managed to take from the black fox.

LITERATURE

These key items can be read within the game's Items menu. The Girl's Diary series adds backstory to the main adventure while the Occult Fan issues provide hints to unlockable secrets in certain dungeons.

Name	Source	Description
Girl's Diary, Entry 1	The Watchplains	A page from an old diary presumably written by a little girl.
Girl's Diary, Entry 2	Pyreglow Forest	A page from an old diary presumably written by a little girl.
Girl's Diary, Entry 3	Saronia Harbor	A page from an old diary presumably written by a little girl.
Girl's Diary, Entry 4	Agarthir	A page from an old diary presumably written by a young girl.
Girl's Diary, Entry 5	Underground Prison	A page from an old diary presumably written by a young girl.
Girl's Diary, Entry 6	Tometown of the Ancients	A page from an old diary presumably written by a young girl.
Girl's Diary, Entry 7	Intervention—The Demon Dyad Revealed	A page from an old diary presumably written by a young girl.
Girl's Diary, Entry 8	Intervention—When the Past Still Haunts	A page from an old diary presumably written by a teenaged girl.
Girl's Diary, Entry 9	Intervention—Ancestral Acrimony	A page from an old diary presumably written by a teenaged girl.
Girl's Diary, Entry 10	Intervention—A Clash of Swords	A page from an old diary presumably written by a teenaged girl.
Girl's Diary, Entry 11	EX Dungeon A (Boss)	A page from a diary presumably written by a teenaged girl.
Girl's Diary, Entry 12	EX Dungeon B (Boss)	A page from a diary presumably written by a teenaged girl.
Girl's Diary, Entry 13	EX Dungeon C (Boss)	A page from a diary presumably written by a teenaged girl.
Girl's Diary, Entry 14	EX Dungeon Z	A page from a diary presumably written by a teenaged girl.
Girl's Diary, Entry 15	EX Dungeon Z (Boss)	A page from a diary presumably written by a teenaged girl.
Herald Report, Excerpt 1	Nonary Region	Part of the League of S's investigative report into the Heralds.
Herald Report, Excerpt 2	Balamb Garden	Part of the League of S's investigative report into the Heralds.
Occult Fan, Issue 1	Cornelia	Reporting Close Encounters from Far and Wide!
Occult Fan, Issue 2	Shanty Town	Issue 2 Is Here! Closer, Father, Wider Encounters!
Occult Fan, Issue 3	Caravan	If It's Eerie, You'll Find It Herey!
Occult Fan, Issue 4	Underground Prison	The Long-Awaited Issue 4! Uncanny, Uncovered, Unbelievable!

Misc

Name	Source	Description
Arma Gem	Bosses, EX Dungeon Encounters	Collect these and good things might happen.
Rat Tail	Coliseum—The Cranberry Knights	An item reputedly said to empower Mirage Keepers.
Doga's Artifact	Coliseum—Master of Ceremonies	An item reputedly said to empower Mirage Keepers.
Griffin's Heart	Coliseum—The Finishing Touch 2	An item reputedly said to empower Mirage Keepers.
Unei's Mirror	Coliseum—Team White 2	An item reputedly said to empower Mirage Keepers.
Lusterleaf	Wellspring Woods	An item that Gimme Golems treasure.
Sleekstone	The Nether Nebula	An item that Gimme Golems treasure.
Swirlshell	Saronia Docks	An item that Gimme Golems treasure.
Fluffiflower	The Dragon Scars	An item that Gimme Golems treasure.
Dazzledisk	Mako Reactor 0	An item that Gimme Golems treasure.
Clearcryst	The Crystal Tower	An item that Gimme Golems treasure.
Squishsparkly	Icicle Ridge	An item that Gimme Golems treasure.
Jaggejaw	Valley Seven	An item that Gimme Golems treasure.
Wearwheel	The Train Graveyard	An item that Gimme Golems treasure.
Charmchime	The Sunken Temple	An item that Gimme Golems treasure.

Mirage Mementos

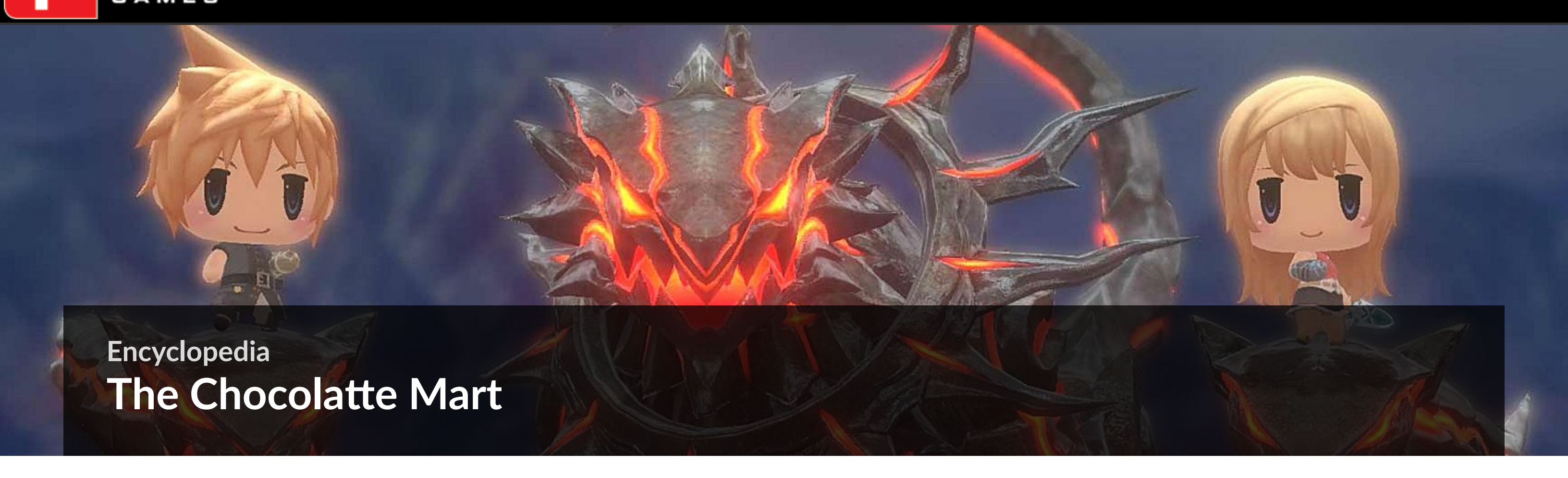
Mirage	Source	Description
Ifrit	Coliseum—Hot Temper, Warm Heart	Used to transfigure into a specific Mirage.
Shiva	Coliseum—The Ice Sculpture Collector	Used to transfigure into a specific Mirage.
Ramuh	Coliseum—The Responsible One	Used to transfigure into a specific Mirage.
Adamantoise	Defeat adamantoise in the Low Seas	Used to transfigure into a specific Mirage.
Hyperion	Intervention Quest—The Black Chocobo	Used to transfigure into a specific Mirage.
Undead Princess	Intervention Quest—Never Cross the Boss	Used to transfigure into a specific Mirage.
Maduin	Intervention Quest—The Five Cogna Lords: Figaro (complete Mini-game within 20 turns and no deaths)	Used to transfigure into a specific Mirage.
Omega	Intervention Quest—The Five Cogna Lords: Cornelia, Part II	Used to transfigure into a specific Mirage.
War Machine	Intervention Quest—The Five Cogna Lords: Tometown, Part II	Used to transfigure into a specific Mirage.
Einhänder	Intervention Quest—The Five Cogna Lords: Port Besaid	Used to transfigure into a specific Mirage.
Cenchos	Intervention Quest—The Sunken Temple's Secret	Used to transfigure into a specific Mirage.
Omega Bane	Intervention Quest—The Eye of the Desert	Used to transfigure into a specific Mirage.
Golem Head	Intervention Quest—No One's Tools	Used to transfigure into a specific Mirage.
Mimic Queen	Intervention Quest—I Hate Lightning!	Used to transfigure into a specific Mirage.
Mecha Chocobo	Intervention Quest—Chocolatte's Master	Used to transfigure into a specific Mirage.
Princess Goblin	Intervention Quest—Where Art Thou, Smoochy-Poo?	Used to transfigure into a specific Mirage.
Metalliskull	Intervention Quest—A Grudge That Won't Budge	Used to transfigure into a specific Mirage.
Elefenrir	Intervention Quest—Chosen by the Tribe	Used to transfigure into a specific Mirage.
Ultros	Intervention Quest—Freak of Nature	Used to transfigure into a specific Mirage.
Entom Soldier	Intervention Quest—The Five Cogna Lords: Figaro	Used to transfigure into a specific Mirage.
Valefor	Given by Yuna and Valefor in Forest Lake	Used to transfigure into a specific Mirage.
Nirvalefor	Intervention Quest—The Sad Spiral	Used to transfigure into a specific Mirage.
Tamamohimé	Miniventure—Vestiges of Life	Used to transfigure into a specific Mirage.
Siren	Intervention Quest—A Smidge of Micro-Envy	Used to transfigure into a specific Mirage.
Diva Serafie	Intervention Quest—A Smidge of Micro-Envy	Used to transfigure into a specific Mirage.
Diabolos	Intervention Quest—When the Past Still Haunts	Used to transfigure into a specific Mirage.
Leviathan	Intervention Quest—Ancestral Acrimony	Used to transfigure into a specific Mirage.
Odin	Intervention Quest—A Clash of Swords	Used to transfigure into a specific Mirage.
Shivalry	Intervention Quest—Cold, Hard Justice	Used to transfigure into a specific Mirage.
Ifreeta	Intervention Quest—Fire Drill	Used to transfigure into a specific Mirage.
Mist Dragon	Defeat mist dragons in Underground Prison	Used to transfigure into a specific Mirage.
Bismarck	Intervention Quest— Finger-Whistle Crisis	Used to transfigure into a specific Mirage.
Cerberus	Defeat a cerberus in the Dragon Scars	Used to transfigure into a specific Mirage.
Kupicaroon	Defeat kupicaroons in Saronia Docks	Used to transfigure into a specific Mirage.
Iron Giant	Defeat iron giant on Big Bridge	Used to transfigure into a specific Mirage.
Elasmos	Defeat elasmos in Castle Exnine	Used to transfigure into a specific Mirage.
Flan Princess	Defeat flan princess and malboro menace in the Windswept Mire	Used to transfigure into a specific Mirage.
Malboro Menace	Defeat flan princess and malboro menace in the Windswept Mire	Used to transfigure into a specific Mirage.
Sphinx	Defeat sphinx in the Phantom Sands	Used to transfigure into a specific Mirage.
Phoenix	Defeat phoenix in Valley Seven	Used to transfigure into a specific Mirage.
Holy Dragon	Defeat holy dragons in Icicle Ridge	Used to transfigure into a specific Mirage.
Titan	Defeat titan in the Crystal Tower	Used to transfigure into a specific Mirage.
Fenrir	Defeat Grandfenrir in Icicle Ridge	Used to transfigure into a specific Mirage.
King Bomb	Defeat king bomb in Valley Seven	Used to transfigure into a specific Mirage.
Vampire Prime	Defeat vampire prime in the Train Graveyard	Used to transfigure into a specific Mirage.
Asterius	Defeat asterius and tiamat in the Crystal Tower	Used to transfigure into a specific Mirage.
Buer	Defeat kraken and buer in the Crystal Tower	Used to transfigure into a specific Mirage.
Kraken	Defeat kraken and buer in the Crystal Tower	Used to transfigure into a specific Mirage.
Tiamat	Defeat asterius and tiamat in the Crystal Tower	Used to transfigure into a specific Mirage.
Tonberry King	Defeat the Tonberry King in the Sunken Temple	Used to transfigure into a specific Mirage.
Quacho Queen	Defeat the Quacho Queen in the Sunken Temple	Used to transfigure into a specific Mirage.
Carbuncle	Defeat the final carbuncle in Castle Exnine	Used to transfigure into a specific Mirage.
Ramewl	Intervention Quest—The Five Cogna Lords: Cornelia, Part I	Used to transfigure into a specific Mirage.
Kyubi	Miniventure—Vestiges of Life	Used to transfigure into a specific Mirage.
Elite Entom	Intervention Quest—Steel That Forges Destinies	Used to transfigure into a specific Mirage.
Iron Muscles	Intervention Quest—For Friends or Vengeance	Used to transfigure into a specific Mirage.
Weeglee	Defeat the gleefrit stack in EX Dungeon C	Used to transfigure into a specific Mirage.
Gleed	Defeat the gleefrit stack in EX Dungeon C	Used to transfigure into a specific Mirage.
Gleefrit	Defeat the gleefrit stack in EX Dungeon C	Used to transfigure into a specific Mirage.
Brrblizz	Defeat the shivver stack in EX Dungeon A	Used to transfigure into a specific Mirage.
Shivverina	Defeat the shivver stack in EX Dungeon A	Used to transfigure into a specific Mirage.
Shivver	Defeat the shivver stack in EX Dungeon A	Used to transfigure into a specific Mirage.
Joult	Defeat the rairamuh stack in EX Dungeon B	Used to transfigure into a specific Mirage.
Voultr	Defeat the rairamuh stack in EX Dungeon B	Used to transfigure into a specific Mirage.
Rairamuh	Defeat the rairamuh stack in EX Dungeon B	Used to transfigure into a specific Mirage.
Nightmare	Defeat the nightmare in the murkrift, in the Train Graveyard	Used to transfigure into a specific Mirage.
Magic Jar	Defeat magic jar in Pyreglow Forest	Used to transfigure into a specific Mirage.
Gigantuar	Defeat gigantuar and gigantrot in Mako Reactor 0	Used to transfigure into a specific Mirage.
Gigantrot	Defeat gigantuar and gigantrot in Mako Reactor 0	Used to transfigure into a specific Mirage.
Paleberry King	Defeat paleberry king in the Chainroad	Used to transfigure into a specific Mirage.

MIRAJEWELS

Mirajewels named after spells grant the user the ability to cast those spells while others offer passive enhancements to stats. It's important to note that all status ailment resistance mirajewels such as Resist Oblivion and Resist Confusion actually grant total immunity to those ailments (regardless of Mirage weaknesses in said stack).

The following table lists Mirajewels along with where they can be found. Most are found on Mirage Boards, while a few can be found in treasure chests across Grymoire.

Name	Chest Location	Mirage Board Location	Mirage Board Location 2	Mirage Board Location 3	Mirage Board Location 4
Fire	—	Red Captain	—	—	—
Fira	—	Affrite	Red Dragon	—	—
Firaga	—	King Bomb	—	—	—
Blizzard	—	Quachacho	—	—	—
Blizzara	—	Mishiva	—	—	—
Blizzaga	—	Demivampire	—	—	—
Thunder	—	Right Claw	—	—	—
Thundara	—	Zaphr	—	—	—
Thundaga	—	Ramuh ★	—	—	—
Water	—	Quacho	Sea Snake	—	—
Watera	—	Water Golem	Kupicaroon	—	—
Waterga	—	Quacho Queen ★	Kraken	—	—
Aero	—	Golem Head	—	—	—
Aerora	—	Valefor	Wind Toad	—	—
Aeroga	—	Diva Serafie	—	—	—
Quake	—	Maduin	—	—	—
Bio	—	Malboro Menace	—	—	—
Drain	—	Mordskull	—	—	—
Syphon	—	Mimic	—	—	—
Death	—	Undead Princess	—	—	—
Flare	—	Bahamut ★	—	—	—
Holy	—	Holy Dragon	—	—	—
Ultima	—	Ultima Weapon	—	—	—
Cure	—	Moogle	—	—	—
Cura	—	Asterius	—	—	—
Curaga	The Sunken Temple	—	—	—	—
Regen	—	Unicorn	—	—	—
Esuna	—	Malboro	—	—	—
Raise	—	Memecoleous	—	—	—
Arise	EX Dungeon B	—	—	—	—
Protect	—	Goblin Guard	—	—	—
Shell	—	Mythril Giant		—	—
Haste	—	Fenrir	—	—	—
Slow	—	Left Claw	—	—	—
Reflect	—	Buer	—	—	—
Dispel	—	Ahriman	—	—	—
Libra	The Nether Nebula	Mu	—	—	—
Berserk	—	Garchimacera	—	—	—
Bravery	—	War Machine	—	—	—
Faith	—	Death Machine	—	—	—
Balance	—	Flammantoise	—	—	—
Balancega	—	Siren	—	—	—
Sleep	—	Imp	—	—	—
Confuse	—	Sphinx	—	—	—
Banish	—	Gilgamesh	—	—	—
Banishra	—	Paleberry	—	—	—
Abyss	—	Ultros ★	—	—	—
HP+	—	Nirvalefor	—	—	—
HP++	—	Mecha Chocobo ★	XG	—	—
Strength+	—	Behemoth	—	—	—
Strength++	—	Omega	Minotaur	—	—
Magic++	—	Kuza Beast	—	—	—
Defense+	—	Mini Golem	—	—	—
Defense++	—	Omega Bane	Adamantoise	—	—
Magic Defense++	—	Iron Muscles	—	—	—
Agility+	—	Hyperion	—	—	—
Agility++	EX Dungeon C	—	—	—	—
Accuracy+	—	Chocobo	Gigantrot	—	—
Accuracy++	—	Ghidra	—	—	—
Evasion+	—	Einhänder	—	—	—
Evasion++	—	Master Cactuar	—	—	—
Critical+	—	Tonberry	Mega Sharqual	—	—
Critical++	—	Elefenrir	Master Tonberry	—	—
Fire Resistance+	—	Gleed	Ifreeta ★	Ifrit ★	Phoenix
Ice Resistance+	—	Shivverina	Shivalry ★	—	—
Thunder Resistance+	—	Voultr	Metalliskull	—	—
Wind Resistance+	—	Trihyde	—	—	—
Water Resistance+	—	Sea Serpent	Leviathan ★	—	—
Earth Resistance+	—	Sand Worm	—	—	—
Light Resistance+	—	Cenchos	—	—	—
Dark Resistance+	—	Vampire	—	—	—
All Resistances+	—	Tamamohimé	—	—	—
Resist Stun	—	Flan	—	—	—
Resist Poison	—	Chrome Giant	—	—	—
Resist Confusion	—	Lucky Toad	—	—	—
Resist Sleep	—	Nightmare	Diabolos ★	—	—
Resist Blindness	—	Sea Worm	—	—	—
Resist Oblivion	—	Undead Princess ★	—	—	—
Resist Berserk	—	Magna Roader (blue)	—	—	—
Resist Slow	—	Shiva ★	—	—	—
Resist Strength ↓	—	Odin ★	—	—	—
Resist Defense ↓	—	Magic Jar	—	—	—
Resist Magic ↓	—	Ramewl ★	—	—	—
Resist Magic Defense ↓	—	Goblin Princess ★	—	—	—
Resist Evasion ↓	—	Magna Roader (yellow)	—	—	—
Safety Bit	—	Kyubi	—	—	—
Stealth	Big Bridge	—	—	—	—
Vigilance	—	Magna Roader (red)	—	—	—
First Strike	—	Mega Nightsqual	—	—	—
Lure	The Phantom Sands	—	—	—	—
EXP Boost	EX Dungeon A	—	—	—	—
Gilfinder	—	Master Moogle	—	—	—
Treasure Hunter	—	Gigantuar	—	—	—



Encyclopedia

The Chocolatte Mart

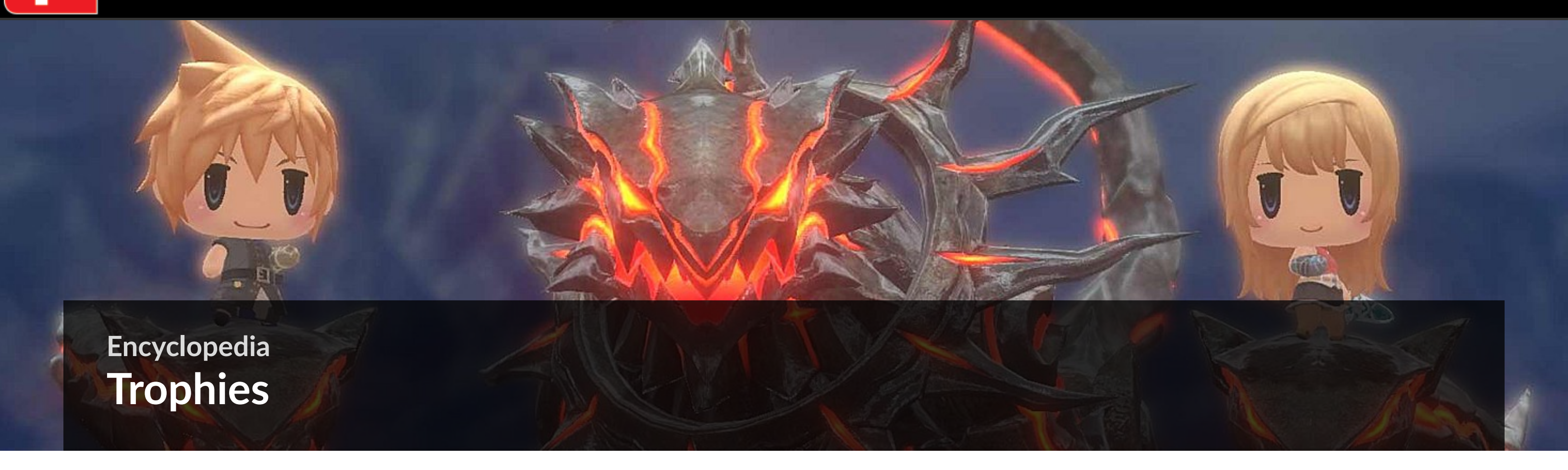
The Chocolatte Mart becomes available in North Promenade after your journey into Wellspring Woods during Chapter 1 of the main story. She can be found in North Promenade (the court just outside of Reynn and Lann's shop). As you progress through the main adventure, Chocolatte's stock list expands, eventually carrying valuable ability seeds. Seeds are generally expensive, so consider selling your unneeded items to her. Rare consumables such as elixirs and megalixirs sell for a considerable sum, so it may be worth trading in these types of items in order to afford ability seeds for your stacks.

Chocolatte

Chocolatte

You're in luck! I find all kinds of stuff as I bounce from point A to point Q. I'm your choco-connection!

Chapter Available	Items	Price	Sell Price	Description	Notes
Chapter 1	Potion	100	25	SINGLE: Restores a small amount of HP.	Restores 500 HP.
Chapter 1	Phoenix Down	1000	250	ALL: Revives KO'd allies and restores a small amount of HP.	Anyone who's not KO'd does not receive HP.
Chapter 1	Antidote	100	25	SINGLE: Removes Poison.	—
Chapter 1	Eye Drops	200	50	SINGLE: Removes Blindness.	—
Chapter 1	Rememb Herbs	300	75	SINGLE: Removes Oblivion.	—
Chapter 1	Pick-Me-Up	100	25	SINGLE: Removes Sleep.	—
Chapter 1	Smelling Salts	300	75	SINGLE: Removes Confusion.	—
Chapter 1	Wobblestopper	500	125	SINGLE: Completely stabilizes a wobbling stack.	—
Chapter 1	Poison Fang	500	125	SINGLE: Sometimes inflicts Poison.	—
Chapter 1	Dream Powder	600	150	SINGLE: Sometimes inflicts Sleep.	—
Chapter 1	Loco Weed	800	200	SINGLE: Sometimes inflicts Confusion.	—
Chapter 1	Flash Bomb	600	150	SINGLE: Sometimes inflicts Blindness.	—
Chapter 1	War Gong	700	175	SINGLE: Sometimes inflicts Berserk.	—
Chapter 1	Lethean Chime	800	200	SINGLE: Sometimes inflicts Oblivion.	—
Chapter 1	Seraphone	3000	750	Lets you call Serafie and access the Prism Case.	Can only carry a maximum of 3.
Chapter 5	Bomb Fragment	500	125	SINGLE: Deals a small amount of fire damage.	Deals 500 fire damage to target enemy.
Chapter 5	Electro Marble	500	125	SINGLE: Deals a small amount of thunder damage.	Deals 500 thunder damage to target enemy.
Chapter 5	Frigicite	500	125	SINGLE: Deals a small amount of ice damage.	Deals 500 ice damage to target enemy.
Chapter 5	Fish Scale	500	125	SINGLE: Deals a small amount of water damage.	Deals 500 water damage to target enemy.
Chapter 5	Chimeric Wing	500	125	SINGLE: Deals a small amount of wind damage.	Deals 500 wind damage to target enemy.
Chapter 5	Gaia Drum	500	125	SINGLE: Deals a small amount of earth damage.	Deals 500 earth damage to target enemy.
Chapter 5	Fire Seed	3000	750	Grants a specific ability when used on a Mirage Board.	SINGLE: Inflict magical fire damage.
Chapter 5	Blizzard Seed	3000	750	Grants a specific ability when used on a Mirage Board.	SINGLE: Inflict magical ice damage.
Chapter 5	Thunder Seed	3000	750	Grants a specific ability when used on a Mirage Board.	SINGLE: Inflict magical thunder damage.
Chapter 5	Water Seed	3000	750	Grants a specific ability when used on a Mirage Board.	SINGLE: Inflict magical water damage.
Chapter 5	Aero Seed	3000	750	Grants a specific ability when used on a Mirage Board.	SINGLE: Inflict magical wind damage.
Chapter 5	Cure Seed	3000	750	Grants a specific ability when used on a Mirage Board.	SINGLE: Restore HP.
Chapter 5	Balance Seed	3000	750	Grants a specific ability when used on a Mirage Board.	SINGLE: Restore stability.
Chapter 5	Libra Seed	500	125	Grants a specific ability when used on a Mirage Board.	SINGLE: View useful information about the target.
Chapter 5	Gysahl Greens	100	25	SINGLE: Every Chocobo's favorite food.	Used to trigger certain prismtunities.
Chapter 9	Hi-Potion	500	125	SINGLE: Restores a moderate amount of HP.	Restores 1,000 HP.
Chapter 9	Gold Hourglass	300	75	SINGLE: Removes Slow.	—
Chapter 9	Tranquilizer	200	50	SINGLE: Removes Berserk.	—
Chapter 9	Remedy	1000	250	SINGLE: Removes Poison, Blindness, Oblivion, Sleep, and Confusion.	
Chapter 9	Bomb Core	1000	250	SINGLE: Deals a moderate amount of fire damage.	Deals 1500 fire damage to target enemy.
Chapter 9	Lightning Marble	1000	250	SINGLE: Deals a moderate amount of thunder damage.	Deals 1500 thunder damage to target enemy.
Chapter 9	Solid Frigicite	1000	250	SINGLE: Deals a moderate amount of ice damage.	Deals 1500 ice damage to target enemy.
Chapter 9	Dragon Scale	1000	250	SINGLE: Deals a moderate amount of water damage.	Deals 1500 water damage to target enemy.
Chapter 9	Dragon Wing	1000	250	SINGLE: Deals a moderate amount of wind damage.	Deals 1500 wind damage to target enemy.
Chapter 9	Earth Hammer	1000	250	SINGLE: Deals a moderate amount of earth damage.	Deals 1500 earth damage to target enemy.
Chapter 9	Spider Silk	500	125	SINGLE: Sometimes inflicts the effects of Slow.	—
Chapter 9	Banish Seed	6000	1500	Grants a specific ability when used on a Mirage Board.	SINGLE: Inflict magical light damage.
Chapter 9	Drain Seed	30000	7500	Grants a specific ability when used on a Mirage Board.	SINGLE: Use dark power to absorb HP.
Chapter 9	Sleep Seed	30000	7500	Grants a specific ability when used on a Mirage Board.	SINGLE: Inflict sleep.
Chapter 9	Confuse Seed	30000	7500	Grants a specific ability when used on a Mirage Board.	SINGLE: Inflict confusion.
Chapter 13	Protect Stone	500	125	SINGLE: Adds the effects of Protect.	—
Chapter 13	Shell Stone	500	125	SINGLE: Adds the effects of Shell.	—
Chapter 16	Fira Seed	20000	5000	Grants a specific ability when used on a Mirage Board.	SINGLE: Inflict magical fire damage.
Chapter 16	Blizzara Seed	20000	5000	Grants a specific ability when used on a Mirage Board.	SINGLE: Inflict magical ice damage.
Chapter 16	Thundara Seed	20000	5000	Grants a specific ability when used on a Mirage Board.	"SINGLE: Inflict magical thunder damage.
Chapter 16	Watera Seed	20000	5000	Grants a specific ability when used on a Mirage Board.	SINGLE: Inflict magical water damage.
Chapter 16	Aerora Seed	20000	5000	Grants a specific ability when used on a Mirage Board.	SINGLE: Inflict magical wind damage.
Chapter 16	Cura Seed	20000	5000	Grants a specific ability when used on a Mirage Board.	SINGLE: Restore HP.
Chapter 16	Esuna Seed	20000	5000	Grants a specific ability when used on a Mirage Board.	SINGLE: Remove status ailments
Chapter 16	Raise Seed	20000	5000	Grants a specific ability when used on a Mirage Board.	ALL: Revive KO'd allies and restore a little HP.
Chapter 16	Protect Seed	20000	5000	Grants a specific ability when used on a Mirage Board.	SINGLE: Lessen physical damage taken.
Chapter 16	Shell Seed	20000	5000	Grants a specific ability when used on a Mirage Board.	SINGLE: Lessen magical damage taken.
Chapter 16	Berserk Seed	20000	5000	Grants a specific ability when used on a Mirage Board.	SINGLE: Force a target to use the "Attack" command, but for greater damage.
Chapter 16	Slow Seed	20000	5000	Grants a specific ability when used on a Mirage Board.	SINGLE: Slow down how often the target takes a turn.
Chapter 16	Eldbox	1000	250	Used to contain a machine for future use.	—
Postscript	Firaga Seed	50000	12500	Grants a specific ability when used on a Mirage Board.	ALL: Inflict magical fire damage.
Postscript	Blizzaga Seed	50000	12500	Grants a specific ability when used on a Mirage Board.	ALL: Inflict magical ice damage.
Postscript	Thundaga Seed	50000	12500	Grants a specific ability when used on a Mirage Board.	ALL: Inflict magical thunder damage.
Postscript	Waterga Seed	50000	12500	Grants a specific ability when used on a Mirage Board.	ALL: Inflict magical water damage.
Postscript	Aeroga Seed	50000	12500	Grants a specific ability when used on a Mirage Board.	ALL: Inflict magical wind damage.
Postscript	Banishra Seed	30000	12500	Grants a specific ability when used on a Mirage Board.	SINGLE: Inflict magical light damage.
Postscript	Curaga Seed	50000	12500	Grants a specific ability when used on a Mirage Board.	ALL: Restore HP.
Postscript	Balancega Seed	50000	12500	Grants a specific ability when used on a Mirage Board.	ALL: Restore stability.



Encyclopedia

Trophies

Trophies which are neither self-explanatory nor easily achieved over the course of playing the main story will be covered in further detail.

True Grymoirian	Obtained every trophy.	Platinum
The End?	Reached an ending.	Silver
Turn Those Corners Up	Reached the true ending.	Gold
Gateway to Adventure	Arrived in Grymoire.	Bronze
The Saviors of Cornelia	Repelled the Bahamutian Army.	Bronze
Crimson vs. Azure	Found the first key from the Crimson Prophecy.	Bronze
A Prophecy Fulfilled	Found all of the keys from the Crimson Prophecy.	Bronze
The Final Reckoning	Learned the location of Castle Exnine.	Bronze
Mirage Keeper	Imprismed your first Mirage.	Bronze

Mirage Collector	Recorded a large number of Mirages in the Mirage Manual.	Bronze

To obtain this trophy, you must record 25% of the Mirage Manual.

Mirage Enthusiast	Recorded a huge number of Mirages in the Mirage Manual.	Bronze

To obtain this trophy, you must record 50% of the Mirage Manual.

Mirage Scholar	Recorded an inconceivable number of Mirages in the Mirage Manual.	Silver

To obtain this trophy, you must record 75% of the Mirage Manual.

Mirage Master	Recorded every last Mirage in the Mirage Manual.	Gold

Use this guide's Mirage Manual to aid you in achieving this trophy.

Caretaker	Mastered your first Mirage Board.	Bronze
Legendary Caretaker	Mastered 100 Mirage Boards.	Silver
A Medium Awakens	Obtained your first Champion Medal.	Bronze

Canon Fodder	Obtained every last Champion Medal.	Silver

By the time you beat all of the Intervention Quests, you should have every Medal unlocked for purchase in the Girl's Tearoom. Make sure you purchase them all to obtain this trophy.

Battle Aficionado	Battled 100 times.	Bronze
Battle Fanatic	Battled 500 times.	Silver
Treasure Hunter	Opened 100 treasure chests.	Bronze

Treasure Liberator	Opened every last treasure chest.	Silver

Use our Walkthrough to aid you in grabbing every chest in every dungeon.

Sweet Revenge	Defeated your first murkrift Mirage.	Bronze

All in a Day's Murk	Defeated every last murkrift Mirage.	Silver

Make sure to defeat not only the murkrifts in dungeons, but also the ones that appear on the World Map after you acquire the airship.

Thirst for the Undiscovered	Found the secret area in every dungeon.	Bronze

Use our Walkthrough to aid you in finding all secret areas in every dungeon.

The Power of Fantasy	Completed your first intervention battle.	Bronze
Time Tamperer	Completed 10 intervention battles.	Bronze
Threads of Fate	Completed 30 intervention battles.	Bronze

Transcender of Time	Completed every last intervention battle.	Silver

Use the Sidequests chapter of this guide to aid you in obtaining this trophy.

A Helping Hand	Fulfilled a townsperson's request for the first time.	Bronze

People Pleaser	Fulfilled the requests of every last townsperson in need.	Bronze

Use the Sidequests chapter of this guide to aid you in obtaining this trophy.

It's Just Justice	Joined forces with Shivalry to defeat the Golden Flan.	Bronze

Finish the "Cold, Hard Justice" Intervention Quest.

Soul Eater	Chastised the fugitive Ifreeta.	Bronze

Finish the "Fire Drill" Intervention Quest.

The Cranberry Knights	Got to the bottom of the "phenomenon" at the Coliseum.	Bronze

Finish the "A Duo of Three" Intervention Quest.

Inking Up a Stink	Defeated Ultros in Tometown.	Bronze

Finish the "Operation Opera" Intervention Quest.

An Inseparable Pair	Teamed up with Gilgamesh to stop the Bahamutian soldier.	Bronze

Finish the "I Have Awaited This Day…" Intervention Quest.

The Dyad's Servants	Brought all seven of the Pleiad back in line.	Silver

Bring all of the seven Pleiad under Reynn and Lann's control: Ifrit ★ , Shiva ★ , Ramuh ★ , Bahamut ★ , Diabolos ★ , Leviathan ★ , and Odin ★ .

You can acquire Ifrit ★ , Shiva ★ , and Ramuh ★ in the Coliseum. The latter four can be acquired in the following Intervention Quests, which appear during the Postscript:

- Bahamut ★ : The Demon Dyad Revealed
- Diabolos ★ : When the Past Still Haunts
- Leviathan ★ : Ancestral Acrimony
- Odin ★ : A Clash of Swords

Check out our Sidequests chapter for more details on all of the above!

Nine Lives	Added Tamamohimé to your roster.	Bronze

Complete the quest "Vestiges of Life" presented late in the main story. Upon completion, be sure to claim the Tamamohimé memento as part of your rewards, then use it to transfig Tama and claim the trophy.

Accursed Man-thing!	Defeated the Quacho Queen with one of Lann's attacks.	Bronze

You can obtain this trophy during any battle with the Quacho Queen—just make sure Lann (and only Lann, he cannot be part of a stack!) gets the last hit in. After beating the "The Sunken Temple's Secret" Intervention Quest, you can go back to the Queen's throne room in the Sunken Temple and challenge her freely.

Never Give Up the Ghost	Defeated the Undead Princess 10 times.	Bronze

Look who you can't kill! However, after beating the "Never Cross the Boss" Intervention Quest, you can challenge the Undead Princess ★ freely in front of Sherlotta's Inn (you can get there by fast-traveling to the Ice region). Get this trophy here.

Love Tap	Defeated the Princess Goblin with the Warrior of Light.	Bronze

Use the Warrior of Light's Oversoul ability to land the final hit on the Princess Goblin ★ . If you beat the "Where Art Thou, Smoochy-Poo?" Intervention Quest, you can challenge her freely in the Cornelia Region. Be careful, as she's a lot stronger here than in the Intervention Quest!

A New Challenger	Won your first Coliseum battle.	Bronze
Winning Streak	Defeated 30 teams at the Coliseum.	Bronze
Reigning Champ	Defeated every last opponent in the Coliseum.	Silver

Use the Sidequests chapter of this guide to aid you in obtaining this trophy.

Across the Unknown	Braved and completed the new dungeons that appeared.	Silver

Beat all of the EX dungeons. The EX Dungeons appear in the Girl's Tearoom after achieving the "true" ending. See the Walkthrough for more details.

Crossover Cogna	Defeated the Cogna known as XG.	Silver

Beat the XG Cogna that appears at the end of the final EX dungeon. See our Walkthrough for details.

Magitek Knight	Defeated many foes using any Magitek armor.	Bronze

Win the "Standstalker" mini-game 10 times.

You can access this mini-game by completing the "The Five Cogna Lords: Figaro" Intervention Quest. You can read about the mini-game and strategies for it in the Sidequests chapter.

After attempting the mini-game once, you can play it as many times as you want in the Twins' Room by examining their video game system and going to "Mini-games".

Blitzball Ace	Cleared the sky of uncountable einhänders.	Bronze

Score 3,000 points or higher in the "Einhänder Invasion" mini-game.

You can access this mini-game by completing the "The Five Cogna Lords: Besaid" Intervention Quest. You can read about the mini-game and strategies for it in the Sidequests chapter.

After attempting the mini-game once, you can play it as many times as you want in the Twins' Room by examining their video game system and going to "Mini-games".

The Fast and the Nebulous	Reached the final chamber of the Nether Nebula in record time.	Bronze

Traverse the "Nebula Storm" mini-game in under 1:00 minute.

You can access this mini-game by completing the "The Five Cogna Lords: Cornelia, Part I" Intervention Quest. You can read about the mini-game and strategies for it in the Sidequests chapter.

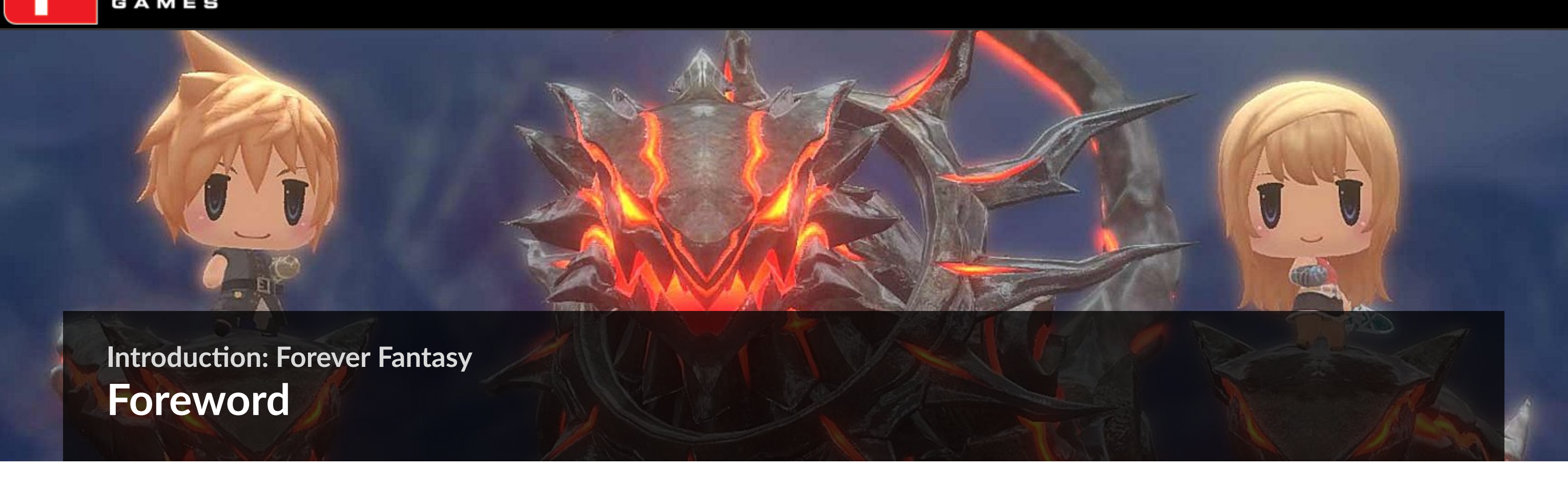
After attempting the mini-game once, you can play it as many times as you want in the Twins' Room by examining their video game system and going to "Mini-games".

Zip Zip WHACK!	Thwacked a whole bunch of cactuars in a single thrashing.	Bronze

Score 5,000 points or higher in the "Whack-A-Cactuar" mini-game.

You can access this mini-game by completing the "The Five Cogna Lords: Tometown, Part I" Intervention Quest. You can read about the mini-game and strategies for it in the Sidequests chapter.

After attempting the mini-game once, you can play it as many times as you want in the Twins' Room by examining their video game system and going to "Mini-games".



Introduction: Forever Fantasy

Foreword

With hindsight comes clarity.

Final Fantasy is one of video gaming's longest-lasting series, and it has played a significant part in defining an entire gaming genre. For decades it has entertained and enthralled audiences with a mix of iconic characters, cutting-edge visuals, unforgettable stories, and innovative battle systems.

World of Final Fantasy releases on the cusp of Final Fantasy's 30th anniversary, as well as its 15th mainline installment, so retrospective is only appropriate. Fortunately, that's what World of Final Fantasy does in spades. It's the high-budget look back that a series like this deserves. It reflects on the past and looks to the future.

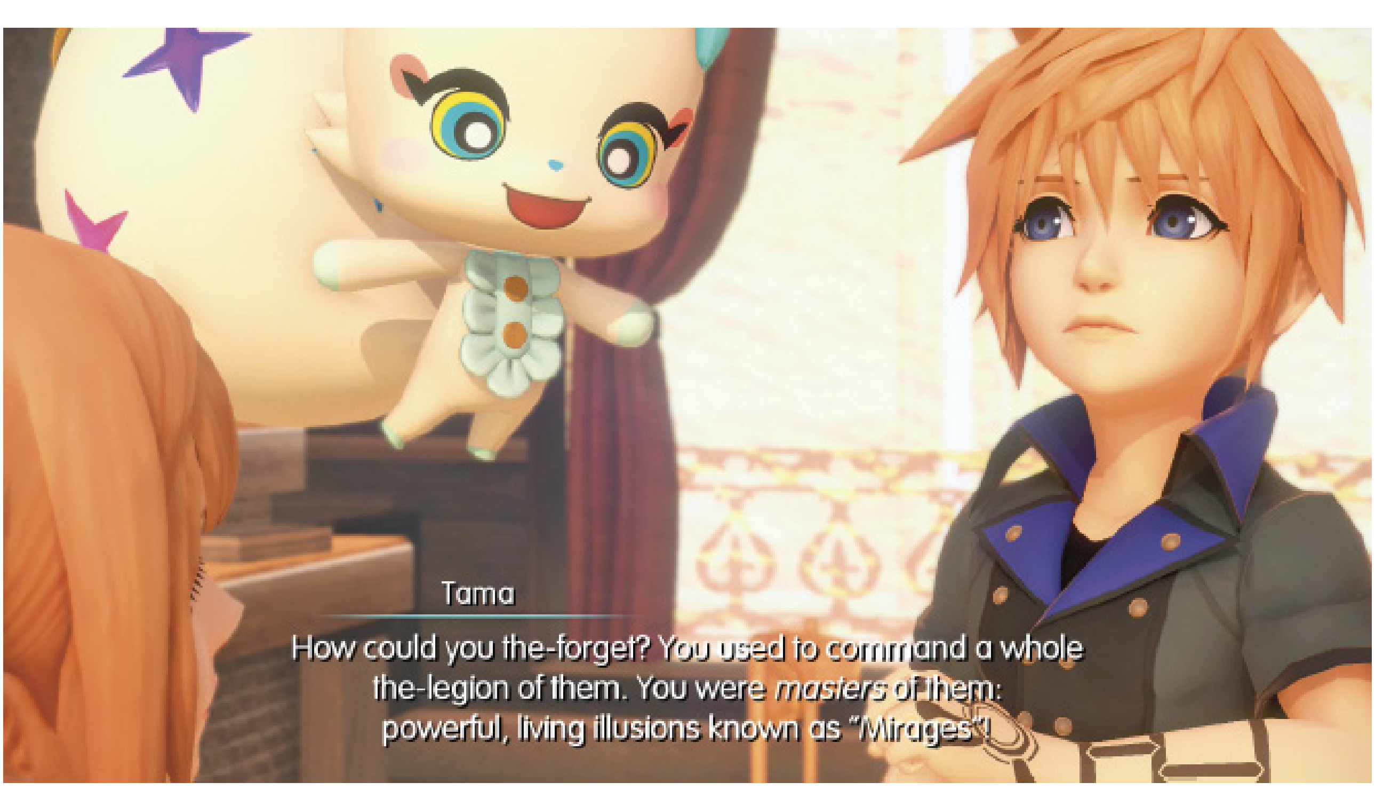
Newcomers and children will be treated to an accessible gateway to one of the most beloved video game series of all time. Meanwhile, series veterans will find nostalgia in spades, as well as a game that's willing to enjoy itself and its lore—and in many places, even enhance it.

With the above in mind, this guide has been crafted to make sure you experience it all. Enjoy the story, enjoy the jokes, enjoy the battles, enjoy the thrill of collecting and organizing Mirages in order to overcome all of the challenges that await.

But, most of all, enjoy yourselves. That's what this game wants you to do more than anything.

IT ALL STARTED WITH THE END OF THE WORLD

???
You two really don't remember a thing.


Tama
How could you the-forget? You used to command a whole the-legion of them. You were *masters* of them: powerful, living illusions known as "Mirages"!

Twin siblings, Lann and Reynn, awaken without their memories.

The only clues they have to who they once were are the mysterious marks on their arms, and they're quickly informed that these marks allow them to take up the mantle of Mirage Keepers.

As Mirage Keepers, the two can control powerful living illusions of creatures. Reportedly, this won't be their first go at the whole Keeper gig, either. They once were such powerful Mirage Keepers that they could have ruled the whole world through the combined power of the Mirages they commanded.

But, wait a minute: which world? It turns out that there are several, including one—Nine Wood Hills—that's been spliced away from all others, as well as from the regular flow of time.

Their mysterious informant, Enna Kros, leads them to a gate to Grymoire. Grymoire is a world filled with the Mirages that Reynn and Lann lost, as well as a world filled with healthy memories of the two—memories that the siblings still lack.

Their mission is stated: if they can recruit as many Mirages as possible, they'll learn about their past and their family.

Along the way, they'll meet several allies and enemies, some of who may be familiar to the hands guiding the twins on their journey...

Tama
In the-fact, even the Pleiad answered to you, and those are the seven strongest Mirages of all! With their power, you could have the-ruled over all the world!

Enna Kros
There, just beyond this light, lies another world called "Grymoire."

WHAT YOU'VE JUST SIGNED UP FOR

Cactuar Conductor
Oh, I indeedily needily *am* a Mirage, but I'm also the train conductor, sooo... tickets, please!

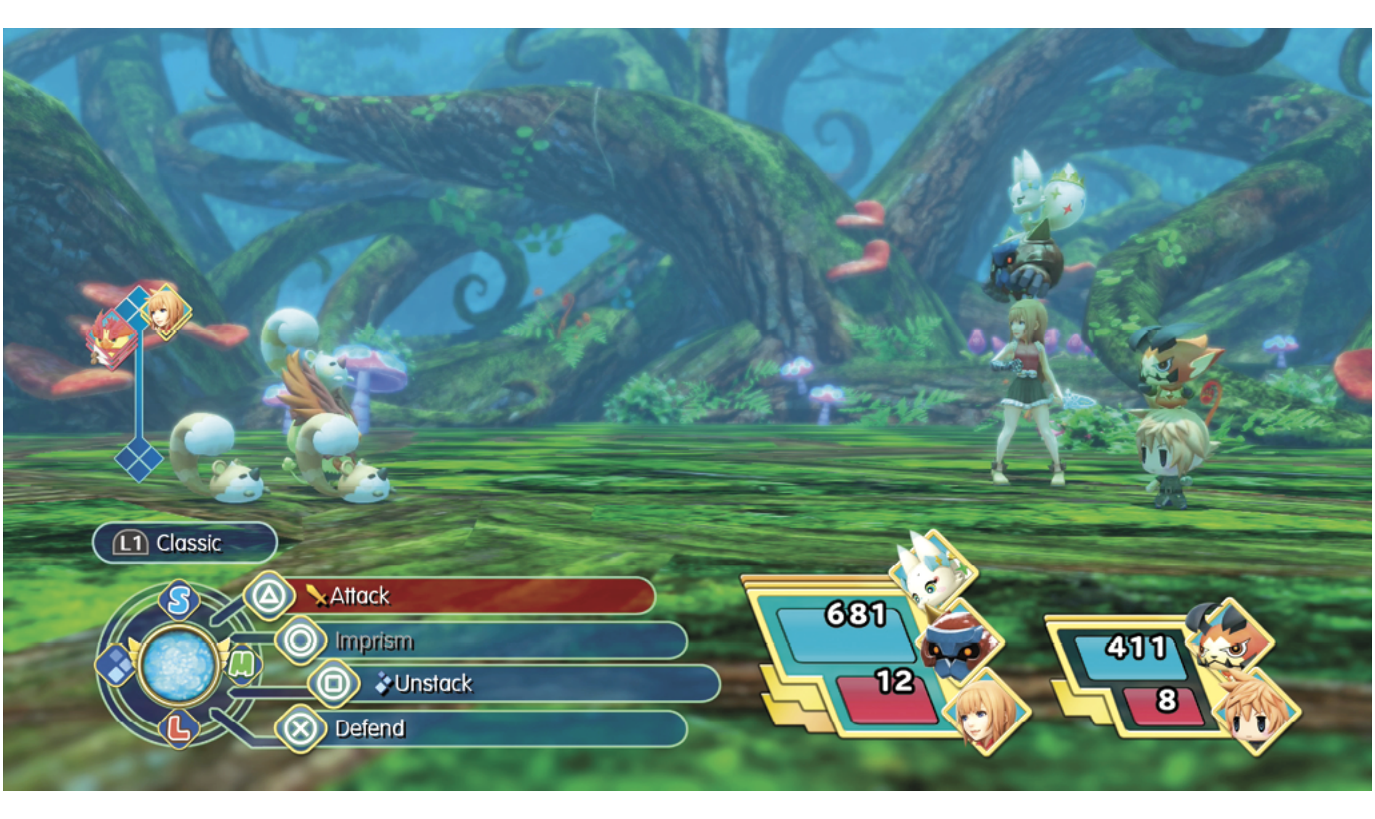
World of Final Fantasy is a Japanese role-playing game that blends both traditional genre conventions and new ideas. You'll play as twin siblings Lann and Reynn in search of their lost memories as they journey through a world filled with magic and creatures.

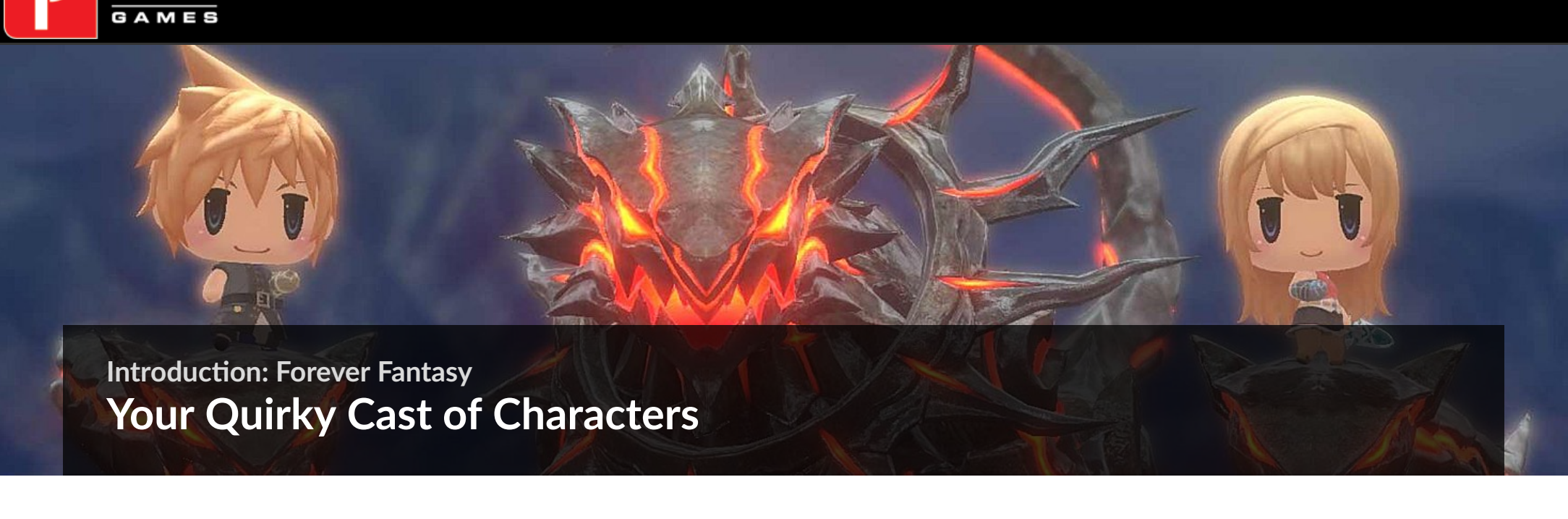
Princess Sarah
Please forgive the ruse. At first, I suspected that you might be agents sent here by Bahamut.

Rikku
Hmm...if you say so. Oh! There's the island! I see it!

Along the way, you'll meet a colorful cast of characters, both old and new. You'll recruit classic Final Fantasy personas, as well as several new faces, into your team of heroes. You'll experience animated cutscenes and narrative twists, and take part in intense turn-based battles.

Prepare for a long and epic journey through a series' history. In the end, you just might gain a newfound appreciation for several old friends.


L1 Classic
Attack
Imprism
Unstack
Defend
681
12
411
8



Introduction: Forever Fantasy

Your Quirky Cast of Characters

LANN

The Younger Brother (by 10 Minutes)

To a casual observer, Lann may appear brash and impulsive. In addition, it typically takes a few explanations before he gets a full grasp of any given situation. A deeper look, however, reveals a boy pure of heart and spirit, who is great at taking advantage of opportunities when they arise—in other words, the perfect adventurer.

Lann

You "tried to the-tell" us?
Try a little harder, please!

REYNN

The Older Sister (Also by 10 Minutes)

Reynn is a girl of patience and perception, and there will be several times during the Grymoirian journey that all would be lost if not for her. Don't think she doesn't have vices, though. She's quick with the snark, and when she gets shaken up, she starts spouting trivia as a coping mechanism, to the point where even Lann knows what's up. Even so, there's no doubting that she's the glue that holds this adventure together.

Reynn

Hey, don't talk down to me.
Listen, last time I checked, little bro,
I've been around a few minutes longer than you.

Reynn

Well, this kind of works out.
We won't have anybody gawking at our arms.

TAMA

Resident Time-Rewinder and Head-Nester

Tama joins Lann and Reynn at the beginning of their journey, and she's a Mirage of many talents. She wields fire, can rewind time to get the siblings out of otherwise fatal predicaments, provides great advice, and is just overall a great companion to have around.

She also cares for the two deeply—perhaps at some point, you'll get to find out just how much.

Tama

Salu-the-tations! The name is Tama and I'm the-here
to help out. Does anyone the-have any questions?

Tama

That's the-right!
I have the power to rewind time a little,
and then the-whisk you to safety.

SERAFIE

The Best Character in the Game*

(*Source: Totally Not Serafie)

At first glance, Serafie appears to be a lackadaisical pixie who goes where the wind takes her, but deep down, she's got a drive to do the right thing. As such, she holds down the fort in Nine Wood Hills, providing items, cluing the siblings in to new game mechanics, listening to gossip for secrets and Mirage encounters, and otherwise just pulling in all sorts of overtime. Her scathing wit comes at no extra charge.

Serafie

My hobbies include gossipmongering and, uh, let's see...
Oh, I'm good at hoarding things. Yup.

Serafie

Guh! How did that get there?!

ENNA KROS

Mysterious Mentor

Enna Kros is the enigmatic entity who sends Lann and Reynn on their adventure. Who is she, really? What stake does she have in their journey, or any of the worlds? Only time will tell...

Enna Kros

I'm sure it is. As far as I can tell, you two have
lost everything—all the memories and experience
you've ever accumulated.

Enna Kros

You can call me Enna... Kros.
Enna Kros will work.

THE GIRL WHO FORGOT HER NAME

Intervention Specialist

A short time into the siblings' adventure, they meet a new ally: The Girl Who Forgot Her Name. She claims to be able to allow Lann and Reynn to help their friends when needed... whenever in time that may be.

How is this possible? Stick with her long enough, and you just might find out...

Girl Who Forgot Her Name

My name is... Huh?
It was right there on the tip of my tongue. Use it or lose it, I suppose.

Girl Who Forgot Her Name

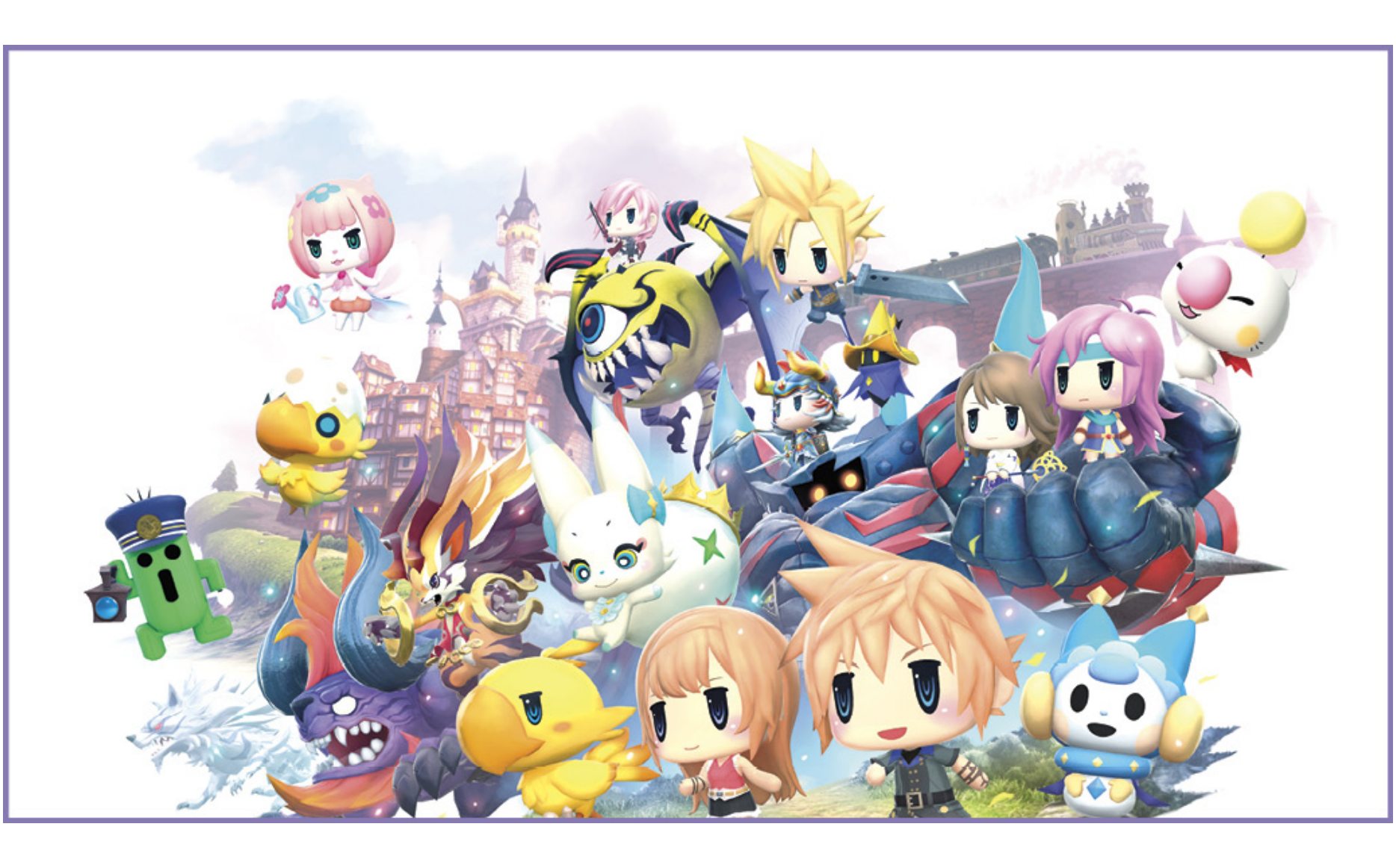
Mm-hm. You're Keepers looking for new Mirages.
You've come to touch the souls of your friends—
their past, present, and future.

BRANDELIS AND HIS KNIGHTS

The Big Bads

Shortly into Reynn and Lann's Grymoirian adventure, they'll run into the Bahamutian Army, which oppresses most of the world under the guise of benevolence. Brandelis, the Plumed Knight, and the Knight in the Golden Mask will prove worthy obstacles for the siblings as they journey to gather Mirages.

LOTS OF FAMILIAR FACES

The world of Grymoire truly is a World of Final Fantasy. If you're a FF series veteran, get ready to be reunited with several old friends, presented with their best foot forward. Can you meet them all?